P 14

STAR TREK™

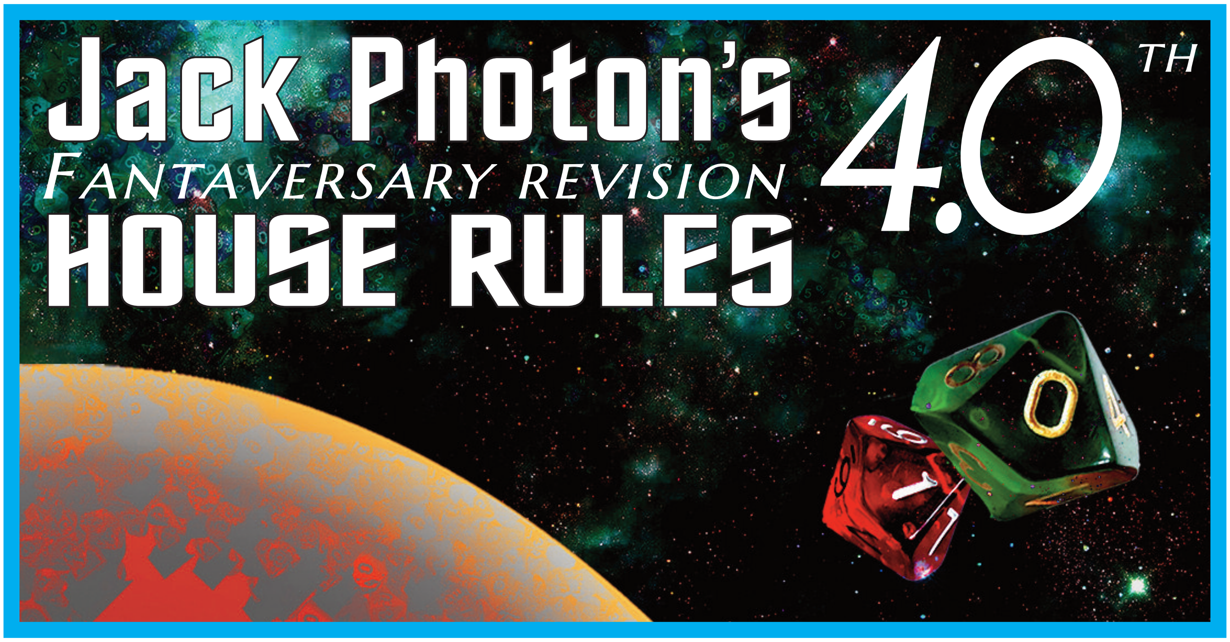
40TH

1983 - 2023

For Use with
FASA
Game System

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



Jack Photon's
FANTAVERSARY REVISION
HOUSE RULES
40TH

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Pamphlet 14

CHARGEN: COMPENDIUM

Character Generation Replete
The whole kit and kaboodle in one place.

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREK™ 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
# HOUSE RULES
for 23rd Century Gaming

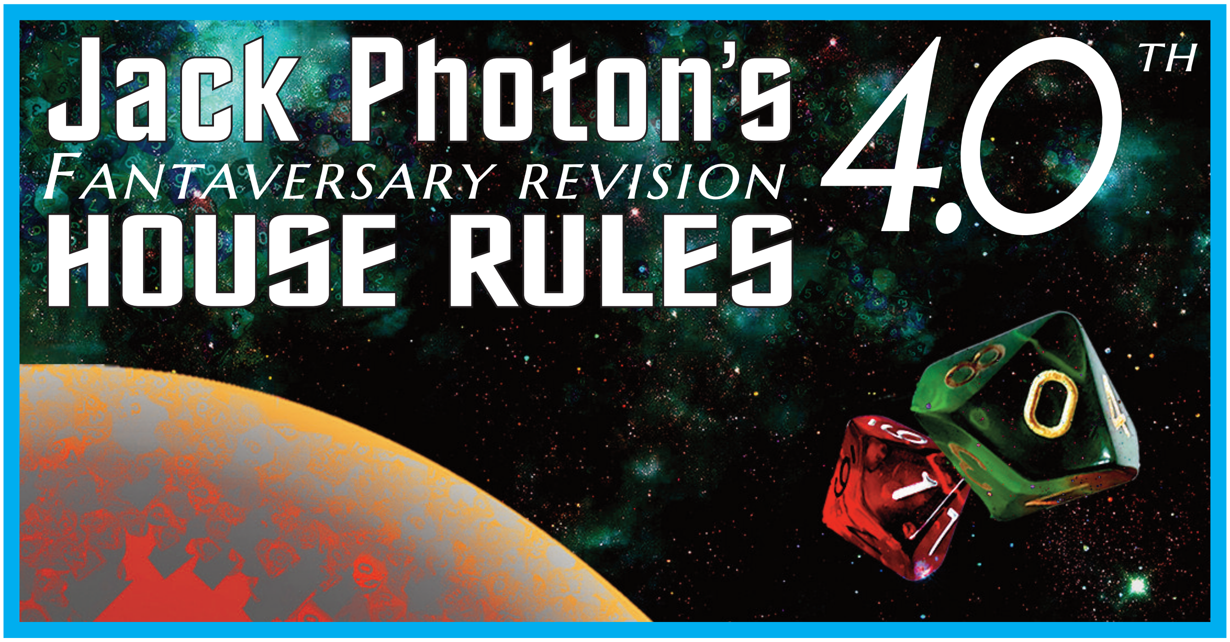
Design and layout are ©Mine 2025
All materials written by me are ©Myself 2025

Notes

Wow. 214 pages is more than a pamphlet.
There will likely be one revision at some point.
Iincluding an index.

Printer tips

28 - 32lb paper is recommended.
20lb paper is a dash thin.
For true durability, try ~48-60lb white cardstock! **Nice!**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HOUSE RULES
4.0TH

This information is copied from **Book 1 Lifeform Readings** for your referral.

DEFINING A BEING

BEING*(n)*: Any sentient entity in this or any galaxy. *Beings* are physically defined by their ATTRIBUTES, while SKILLS represent their knowledge of the universe. Every Being has eight Attributes. Maximum Rating is always 99 (LUC & PSI =100) unless otherwise modified lower or higher by Species Modifiers. *(ex. K'Zin Max INT=74 while a Gorn's Max STR=129)*

The eight Attributes are:
STRength
ENDurance
INTellect`
DEXterity
CHArisma
COOL
LUCk
PSIonic potential

- Max COOL is always 99. No Exceptions. ....
- Max LUC & PSI is 100. No Exceptions. ....
- No Attribute modifies below 01.

STRENGTH

A character's physical power. The ability to lift, carry and apply force in general.

STR affects combat damage and can also be viewed as a measure of physique and size. Though variances will occur between species, it is relative within a given species.

A character can (in kg)
CARRY: their STR without tiring for
1d10 + 1/10 STR Hours
MAX LOAD = 2x STR for
1d10 mins+ (1/10 STR rd) Turns

LIFT: 3x STR above their head
without difficulty for
(1/10 STR rd) +1d10 Seconds

DRAG: 5x STR for
(1/10 STR rd) + 1d10 Turns

This is based on a character in a 76 bar atmosphere at sea level in a 1g field.

STR affects combat in two ways.

Hand-Held Weapon Damage	STR Attribute	Bare-Hand Damage
Add STR/20 rd bonus to every successful To-Hit roll (for hand-held weapon damage only). Bows and thrown weapons do not apply.	01 - 25	1d10 -3
	26 - 50	1d10
	51 - 75	1d10+3
	76 - 100	2d10
	101 - 125	2d10+3
	126 - 150	3d10
	151 - 175	3d10+3
	176 - 200	4d10
	Pattern continues	

ENDURANCE

A measure of how much abuse and physical damage your body can sustain before giving out. Combat damage is removed directly from this Attribute, Details in **Book 2, Piece of the Action**. Suffice to say for now that the weaker you are, the less you are able to do.

INTELLECT

Just as STR is a measure of physical capability, INT is a measure of the character's mental and cognitive capabilities.

Having a high INT provides numerous benefits in character generation, helps the Perception Ability and has other uses throughout a campaign when facing intellectual challenges.

Species Maximum Intellect governs the individual's capacity to learn, manifest as a skill level cap of less than 99 and equal to the species Max INT rating. (INT 99^{+} does not allow skills of 99^{+}!) This ruling applies to the likes of K'Zin, some Orions and even the Troglytes of the Federation's planet Ardana. Dr. McCoy tells us Troglyte Intellect ratings are nearly 20% below average. Troglytes exposed to unprocessed Zenite are incapable of Doctorate-level learning or greater, just as K'Zin. Their minds simply cannot process that complexity of reasoning. GM Discretion as to this rule applying to purely, physical-based skills (such as *Arts, Dance*, or *Cbt, H-T-H*).

DEXTERITY

The physical control a character has over their body. From slow and sluggish to fast and precise, DEX directly affects combat skills as it is averaged with them.

DEX also creates **Action Points** (AP).

AP are the allotment of actions your character can perform in a ten-second turn. From speaking, to drawing and aiming a weapon; it all takes place through AP. Action Points are fully described in **Book 2, Piece of the Action**.

CHArisma

When dealing with members of an alien species, there is little-to-no basis for physical comparisons or for ratings of physical attractiveness.

Rather, CHA is a combination of presence, amiability and to a lesser extent force of will; traits universal to all peoples. **CHA** is averaged with **Leadership** and **Negotiation/Diplomacy** skills, amongst others.

COOL

Refers to how well your character stands under stress, fear, pressure, physical duress and so on. It is not only a measure of how 'together' you are, but how you appear to others when in crisis.

It should be noted that Vulcans are the masters of Cool. Millenia of devotion to logic and the exquisite control of emotion has produced an exterior that few have ever seen behind, much less cracked.

LUCk

In the old days, you made a LUC roll when you needed to get out of a jam. Here's how it works now.

Per session, mission or other GM determined interval, the player can draw from a pool of LUC points equal to their rating.

You can use as many or few LUC points from the pool on as many or few die rolls as desired. Points never 'roll over' and you can never have more in the pool than your total LUC Attribute.

Once the pool is drained, no more LUC can be mustered until the GM-determined reset interval occurs.

Spent points do not affect a character's overall LUC Attribute. Saves may still be called against the character's overall LUC, even while their LUC pool is empty.

Example: A character with zero LUC Pool may still be called on for a straight LUC save to avoid stepping on a banana peel. The difference is that they may not apply LUC points to modify that saving roll. Yes, you can apply LUC Pool to LUC saves if desired.

The player using LUC must alert the GM before any dice are rolled and state the total LUC points used. 'Too late' is too late. Unlike Gorn, GM's are not mer-ci-ful.

Players may not affect another PC's or NPC's roll with the following exception. The player may reduce damage done to themselves on a 1-to-1 ratio of LUC-to-Damage points sustained. Minimum damage of 1pt per die + STR + Skill damage bonuses apply.

Energy weapon damage is reduced from FULL-to-GRAZE, GRAZE-to-SLIGHT or FULL-to-SLIGHT. Each step costs 20 LUC points.

Thus, FULL-to-SLIGHT costs 40 points. GRAZE is half of FULL damage, SLIGHT is one quarter damage. Damage may never be reduced below SLIGHT.

PSIonic potential

PSI mechanics are fully described in **Book 2, Piece of the Action**. To summarize, the game treats **INT, CHA** and **PSI** as distinct entities. In the case of who 'you' is, it is really all three.

Humans rolling 31 or less on their PSI Attribute modify to PSI 01. That's 3 in 10 of ALL Humans (4/10 Tellarites, etc). Any psionic entity that happens along will wipe them all over the decks. Thus are two psionic factors formed...

PSI Vector (INT+CHA+PSI)/3 rd.
If you have a functioning brain cell, you have a PSI Vector. If it reaches 00, you are brain dead. If your PSI Attribute then reaches 00, your body quits too.

PSI Pool is for psionic species such as Vulcans and is the same number as the PSI Vector.

The PSI Pool is like LUC to spend points from on powers. The Pool is also like END in that FATIGUE plays a major role and damage drains the Pool. Psionic damage goes first to PSI Pool, then PSI Vector, then PSI Attribute to 00.

* * * **ROLLING ATTRIBUTES: GM DISCRETION** * * *

Attribute Scores are rolled at base 3d10+40.

For a low-end character, No Re-rolls. **Not Rec!**

For a bare character, Re-roll all ones

For an average character, Re-roll ones, twos!

For a solid character, Re-roll 1 - 2 & some 3s

For a superior character, Re-roll 1-5's. **Not Rec!**

RAISING YOUR ATTRIBUTES

No Attribute may increase beyond the given Species Max or 99, except LUC and PSI which are Max 100. Max COOL is always 99.

Alerting the GM you want to embark on a personal regimen begins a one-year routine, spending every possible moment to the task.

Increasable Attributes are:
STR, END, INT, DEX, CHA and **COOL**
--- **LUC** and **PSI** are **INELIGIBLE** ---

At the end of one year, the character must roll above their Attribute's current rating.

LUC points apply at a 3 - 1 ratio. That is, 30 LUC points equal a 10% die modifier.

If successful, increase Attribute 1d10/2 rd.

If failed, hit the books, gym or slap-face contest for next year's goal.

Note: Raising Attributes **CANNOT** be applied retroactively, only going forward! GMs might consider the healing of old Purple Heart Wounds to simulate therapy over the years, but never for unaffected Attributes during Character Generation.

GMs might also consider starting a campaign at, or toward, ‘the end of a year’. This allows PCs a quick taste before a full-year's slog.

Tracking PC/NPC training allows GMs to devise minor role-play interactions outside of the typical Rec Room or Cafeteria scenario. Same goes for tracking class/lab time for skill training!

RAISING ABILITIES

Abilities are averages. They can only be raised by increasing the relevant Attribute(s).

ABILITIES

These are not exactly Attributes, nor are they skills as such. They are in fact the GM's way of judging random chance in a situation that might not have otherwise had a chance. Species modifiers are on top of the average generated.

FOOLIES ((CHA+COOL)/2 rd)

The ability to ‘fizzbin’ your way out of a situation using only your 'good looks and charm' (or otherwise be convincing enough).

Foolies can also be used to detect when they're being played on you, whether on a personal or propagandistic level.

Species mods: Vulcans -10, Terllarites -15

FOCUS ((INT-COOL)/2 rd)

The ability to keep your mind straight while chaos reigns supreme around you. Mostly used for combat and similarly intense situations when Cool or INT won't make the grade on their own.

Species mods:: Vulcans and Andorians +10

PERCEPTION ((INT+LUC)/2 rd)

The ability to detect an otherwise passed over bit of information. It could be something someone's skill rolls should have caught. It could be something someone said awhile back that suddenly clicks.

Species mods: Catiains +05 Vulcans and Andorians +10

PERSEVERANCE ((INT+LUC)/2 rd) or ((END+LUC)/2 rd)

To persevere in the face of adversity. There are two sides to Perseverance, Mental and Physical.

Perseverance is similar to will power in that it allows you to endure great hardships

Specifically, it can be used to resist torture, walk that extra mile or endure that much more agony before the character is free of a situation.

Species mods: Edoans -05, Vulcans +10

Ability Modifiers (on top of Attribute Average)

Species	Foo	Foc	Prc	Pr-M	Pr-E
Gorn	-10	-	-	+10	+10
Klingons	-05	-	-	-	-
K’Zin	-10	-10	-05	-10	+10
Orion	+05	-	-	-	-
Romulan	-05	-	-	+05	+05
Skorr	-	-	-	-	-
Tholian	N/A	+10	+05	-10	-10

Universal Personnel Profile

The U.P.P. Universal Personnel Profile System

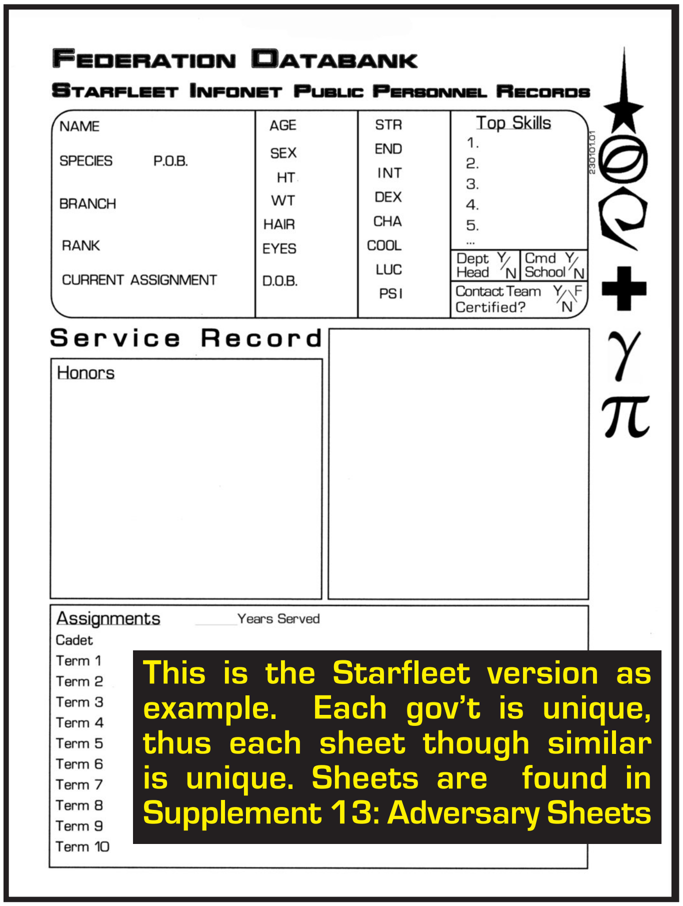
This system seeks to equate Attributes and Skill levels with in-world measurements that are understandable to the characters.

The secondary purpose is to add some vaguery to player information. Players will not know exactly how good someone is by calling up their common record.

Level	Code	Equivalent Training
01 - 10	H	3-Day Seminar
11 - 24	G	Enthusiast
25 - 39	E	Associate's Degree/Nurse
40 - 49	E	Lic. Professional/Surgeon
50 - 69	D	Bachelor's Degree
70 - 79	C	Master's Degree
80 - 89	B	Doctorate's Degree
90 - 99	A	Galactic-authority

Each rating can be further specified with a dash 0 - 19 appended as appropriate.

There is no such thing as H-0 or B-10, but there are D-11, G-13, etc. **Example:** When Commander Spock speaks of his A-7 Computer Rating, he's saying he has a 97.



Federation Databank

Starfleet Infonet Public Personnel Records

NAME
SPECIES P.O.B.
BRANCH
RANK
CURRENT ASSIGNMENT

AGE
SEX
HT.
WT
HAIR
EYES
D.O.B.

STR
END
INT
DEX
CHA
COOL
LUC
PSI

Top Skills
1.
2.
3.
4.
5.
...

Dept Head Y/N
Cmd School Y/N
Contact Team Certified? Y/F/N

230101.01

Service Record

Honors

Assignments Years Served
Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

This is the Starfleet version as example. Each gov't is unique, thus each sheet though similar is unique. Sheets are found in Supplement 13: Adversary Sheets

AGE AND AGING

For the UFP Merchant Species, please see that section of this book.

See each individual government for specific Starting Ages and years served to determine character's game age.

The Aging Formula

Max Age = (Critical x 2) + (20% Critical) +1d10
(Starting Age = (40% Critical) - 2.*)

Species	Starting	Critical	Max
Gorn	6	150	340
K'zin	8	25	65
Klingon	12	45	109
Orion-r	18	60	142
Orion-g	18	60	142
Orion-y	14	40	98
Romulan	20	70	164
Skorr	18	50	129
Tholian	10's	100's	1,000's

*Starting Age formula worked well enough for Federation, but several Adversarial species throw the formula out the window. The Age Chart as listed below the formula is correct.

FAST NPC ATTRIBUTES

For Attributes greater than 99, use the following alphanumerics.

101 - 125	Z
126 - 150	Y
151 - 200	X
201 - 300	W
301 - 400	V
401 - 500	U
501 - 750	T
751 - 999	S
1000+	R
2500+	Q

U R Way **Kray**, but keep going!

Base + Bonus Pts

SUPER-HEROES
80+1d10(d10)
(Garth, Daystrom, Flint)

STARS
70+1d10(d10)
(Kirk, Spock, McCoy)

CO-STARS
60+1d10(d10)
(Scotty, Sulu, Uhura)

SUPPORTING CAST
50+1d10(d10)
(Riley, Hadley, Brent)

EXTRAS
40+1d10(d10)
(Joe, Cindy, Frank, Lula)

SKILLS

Two terms you don't want to hear in the same sentence, "Transporter" and "dis-associated condition" -from both "The Galileo Seven" and "The Enemy Within"

Skill Level Equivalents

01 - 10	3-Day seminar, 25hrs
11 - 24	Enthusiast
25 - 39	Associate's Degree/Nurse
40 - 49	Licensed Professional/Surgeon
50 - 69	Bachelor's Degree
70 - 79	Master's Degree
80 - 83	Doctorate Degree
90 - 99	Galactic Authority

Degrees are awarded at the base percentile in their range with further advancement considered as work towards the next degree.

EXAMPLE TRANSPORTER OPERATIONS

10	Read/set given coordinates, communicator signal lock.
15	Operate basic controls.
25	Generate coordinates from sensor data, distinguish individuals in a group, beam without a signal lock.
40	Licensed professional.
50	Compensate for interference patterns, fine-tune signal attenuations, handle great distances and other extremes.
70	Knows most every trick in the book.
80	Into design and other high functions.
90+	Wrote the book. Ain't no fire this operator ain't pulling your bacon out of -blindfolded, even.

SKILLS AND TASKS DIE MODIFIERS	
Foolproof	-50
Can't Fail	-30
Easy	-15
Normal	+0
Unexpected Surprise	+15
Tough	+30
Impossible	+45
Need a Miracle	+60
Divine Intervention	+75
Nada chance	+90
Try the reality next door	+105

EQUIPMENT ON HAND DIE MODIFIERS	
Prime	-30
Adequate	-15
Scavenged	+0
Inadequate	+15
Unacceptable	+30
"Stone knives and bear skins"	+45
None	+50

THREE WAYS TO GAIN SKILL POINTS (99 MAX)

1. Roll an 01 or 00 when making a skill roll and gain one point immediately.
2. Training. Inform the GM you will embark on a course of study. Your free-time for the next 30 days is spent in study.

   At the end of that time, roll d% firstly below your INT and secondly roll above the current skill rating for +1d10pts. Miss either and you didn't quite grasp the concept. Try next month.
3. During a game or session, the making of regular skill rolls or demonstration of exceptional or innovative uses of a skill will give a bonus from 1 - 3 points as awarded by the GM at the end of the game, mission or session.

HISTORICAL NOTE: Back-when in "those days", GMs often accepted bribes and tribute of sandwiches, sodas and the like. As to these days, I do sometimes fear for the corruptions that must lie in the heart of a modern GM. Shameful. Tsk-tsk.

INHERENT KNOWLEDGE

Characters are understood to automatically have a 75 skill rating in their own Language, their culture, Culture(local) and their local History (local), **Local History** of a Romulan is their town, city or planet while **Romulan History** is the Star Empire at-large.

INFERRED KNOWLEDGE

Some skills count as modifiers to others and some impart general knowledge of the field.

Examples

Knowing how to play the Vulcan Lyre means you understand Vulcan tonal structure, time signature, moods and the various aspects of playing the music and 'speaking' that language.

Your interest and skill also means you have some knowledge of the instrument's history, notable performers, passages and scores, variants and any successor instruments to the lyre and a whole lot more such as the ability to play similar instruments.

Whereas if you specialized in the *history* of the instrument, you would have an inkling of how to play it, just not as well as someone who was trained to play in the first place.

2ND EDITION SKILL ROLL VARIATION

By 2nd Edition, it was clear that too many characters were failing too many rolls. To solve this, I created the previous Dice Mod Tables and tweaked the Character Generation.

FASA's solution: Four different rule systems based on your overall skill level to interpret the skills and situations. It works. I find it over-complicated and inelegant. Use the system you prefer, they are not mutually compatible. Read on...

SKILL RATINGS AND AUTOMATIC SUCCESS

Skill Ratings are the way the gamemaster determines if the character can use his skill to perform a desired action. If the rating is low, the chance of the action being allowed is also low, and if the rating is high, the chance of the action being allowed is high.

When a character uses a skill, the first thing the gamemaster must decide is whether or not the character has a Skill Rating great enough that he can perform the action without requiring a Skill Roll. If this is the case, then the action is automatically successful, and the gamemaster can judge the action accordingly. The rating descriptions below will help the gamemaster to determine if a skill is automatically successful; if it still is not clear, then a Skill Roll must be made as described in the following section.

PROFICIENCY LEVELS IN ANY SKILL

Skill Rating	*Proficiency In Field*
0	Unskilled
1 – 9	Semiskilled
10	Minimum proficiency
10 – 39	Qualified
40 – 79	Professional
80 – 95	Expert
96+	Acknowledged leader

Unskilled – Rating 0

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled – Rating 1 – 9

Characters who attempt to perform in an area where their Skill Rating is 1 – 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified – Rating 10 – 39

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with success in most non-critical (normal, routine, leisurely, non-stressful, every-day) circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In using their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

Physical Skills: Characters with a Skill Rating of 10 or more in a physical skill may use that skill successfully to perform any normal action in noncritical, leisurely situations. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10 in the same amount of time. It also indicates that a person with a Skill Rating of 30 will take much less time to do the same job as a person with a Skill Rating of 10.

Mental Skills: Characters with a Skill Rating of 10 or more in a mental skill will know the most common facts in the area and can use the skill successfully to solve problems in non-critical, leisurely situations. The Skill Rating is an indication of the quality of the solution, the difficulty of the problems that may be solved easily, and the time needed to come up with the solution.

Professionals And Experts – Ratings 40+

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll.

To understand how your character interacts with the galaxy-at-large, **Book 2, Piece of the Action** covers: Dice, Action Points, Personal Combat, Taking and Healing Damage, Psionics, Encounters on New Worlds, Personal Equipment, Shipboard Systems and Starship Combat itself.

2nd Edition Skill Nomenclature and Processes

Some skills such as “Physical Chemistry” are renamed here simply to “Chemistry”. Unless there is a “metaphysical chemistry”, it’s all “physical” as far as these rules are concerned. Specify your specialty, organic, etc. if desired,

While the Second Edition revision may have been well-intentioned, the result was a confusing mess that threw the character sheet and creation into further disarray. Certainly it was as much a ‘mess’ as first edition (such as having science and medical skills spread across the page instead of under a single “Science” header as “Combat” now has).

In this regard, the First Edition processes and character sheet were cleaner than second edition, thus first edition stylings are the emphasis here and will hopefully be found to be the superior choice by player and GM alike.

Procedure vs. Specificity

Skills should be thought of as having two components, procedural and specific knowledge.

Procedural aspects can be applied broadly while specific knowledge is focused and may not fit into a given situation as well it might.

Example A government bureaucrat does not have “Bureaucrat” skill. They are highly skilled Admins with specific knowledge to their job function. Thus, while they may visit another planet with different methods, they understand the underlying procedures and will pick up on the specifics to their full skill level as quickly as their exposure, INT and GM Discretion allows.

Skill & Attribute Modifiers

You will herein come across a number of skills that apply half or a modifier to a related skill or circumstance. GM's should extrapolate specifics with players for their campaign needs as they go.

Similarly, some skills specifically state they are averaged with an Attribute while some do not. GM Discretion is advised in all decisions.

NEW SKILLS LIST

Biogenetic Procedures
Biogenetic Technology
History Specialties
Law Specialties
ST Cloaking Procedures
ST Cloaking Technology
ST Web Spinner Procedures
ST Web Spinner Technology
Surveillance
Torture

MISSING SKILLS LIST

Astronautics
“The science of being an Astronaut”? No. But “Starship Engineering” is far more intuitive.

Courtesan
Courtesan is not a skill, it is a personal status, a profession, a cultural facet and even more definitions originating from “Courtier, one who courts (the ruling elite)”. A Courtesan employs various skills including; the **Arts, Culture, History, Gaming, Gambling, Trivia** and others. Yes, including **Carousing** and **Seduction.**

Federation History and **Federation Law**
These are defaults on UFP character sheets which are herein replaced by the respective societies, leaving “Federation” as a generic choice.

Mining
Mining is not a skill, it is a profession involving skills such as **Materials Science, Cartography, Volcanology, Geology, Administration, Chemistry, Physics, ST Sensors** and even fields such as **Botany, Paleontology, Zoology** and more.

Small Vessel Piloting
This skill has been abrogated to **Shuttle Pilot** (≤5,000mt) and **Starship Helm** (≥5,001mt).

Small Equipment Systems Operation
Ugh. Flip open communicator talk. Flip closed. Tricorder functions are related to the skills used. There is no ‘scalpel skill’ for surgeons. Modifications require the skill Sm. Eq Sys Tech.

Swimming/Diving is consigned to **Sports (s).**

Value Estimation is now **Appraisal**.

Skills such as **Artistic Expression, Musical Instrument, Vocal Music** are here collected under “**Arts, The (s)**” as other arts such as Acting/Performance, Dancing and other fields of creative expression are absent.

There are other name changes scattered here or there between editions.

SKILLS LIST ALL SKILLS ARE MAX. 99 -NO EXCEPTIONS!

ADMINISTRATION

The ability to keep records, create and manage databases, direct information hierarchies and command structures. If you want to cut some red tape, this is the skill.

Administration is essential for Department Heads and anyone with responsibilities over any number of people, directly affecting your chances for promotions. Remember, an organized officer is a promoted officer.

ANTHROPOLOGY (S)

A study of ancient history, culture and lifestyles of a particular culture or planet. Each culture must be specified and developed separately.

When studying a culture sufficiently similar to one known, the character may apply half their skill rating and 1/4 to any other culture. Thus the character could hypothesize on how something might affect one culture differently than another.

APPRAISAL

Judgement and experience in estimating the value of goods and items of worth, including trade items such as luxury goods and bulk commodities.

Rolls will give a rough estimation of the worth, but no specifics. Specialization is possible, but not necessary. Specialization would give the character better estimates on a more limited range of goods with less general knowledge.

ARCHAEOLOGY (S)

The skills of digging a site, record keeping (apply 1/10rd Admin as a bonus) and other techniques involved in the excavation, preservation and transportation of artifacts and fossils.

Archeology also includes knowledge of various methodologies with an overview of important finds throughout history as well as knowledge of legends and rumors of ancient sites yet to be found.

Concentration is possible with 1/2 skill applied to all others for techniques and methodologies.

ARTS, THE, (S)

This skill covers many various aspects of 'art'. Anything dealing with the creative force of the imagination as expressed through any particular media or form. Also includes technical trades such as Architecture, Graphic Design, Curation, Consultancy, Research, etc.

Dancing, acting, singing, musical instruments, painting, sculpture including their histories with concentration on periods, styles people and so on with so many more fields yet still.

ASTRONOMY/ASTROPHYSICS

Knowledge and application of stellar and solar dynamics, evolutions, planetary ballistics, galactic cartography and the Universe at large including methods, techniques, personalities and so on. The ability to dead-reckon time, position, course and speed amongst other tricks.

BIOGENETIC PROCEDURES

Provides the knowledge, means, methodologies, theory and technicalities to operating biogenetic engineering machinery, specifically in regards to cloning.

BIOGENETIC TECHNOLOGY

The design, fabrication, maintenance, and theories behind biogenetic engineering, specifically in regards to cloning.

BIOLOGY (S)

The study of life in all its forms. From Field Biologists and specialists of all kinds to synthetic biology.

Biochemists combine Biology and Chemistry or apply half skill rating of one to the other.

BOTANY

Encompassing all forms of botanical studies, including structures, habitats, micro and nano-biological life. Botany allows characters to detect and determine dangerous Flora on a strange new world. Gives 1/4 bonus to Chemistry.

BRIBERY

The art of greasing palms to get what one wants. Used in combination with other skills, such as needed in acquiring 'dirt'. Also good for extortion rackets.

BURGLARY

The ability to use and to counter equipment and techniques for breaking into a secure object or place quietly and undetected.

CAROUSING

The fine art of bar-hopping and chasing each other around. Average with END to see how well they held their Saurian Brandy. Average with CHA to solicit friendly interactions with others.

CHEMISTRY

Analysis, synthesis, production and related tasks, including pharmacology and industrial purposes. 1/4 applies to related fields such as Biology, Botany, etc.

COMBAT -ARMED (S)

From bottles to maces, swords and pool sticks. You must specify a general study (club, sword, brawling, etc).

Knowledge of one gives use of all in a category. Every 20pts of skill allows a Damage Bonus of +1pt per die (96+ may round to 100).

COMBAT H-T-H

Hand-to-Hand combat of every sort, from boxing to all forms of martial arts.

Every 20pts of skill gives +1pt to every die of damage done. 96+ may round to 100 for these purposes. GM Discretion.

COMBAT, MARKSMANSHIP ARCHAIC (S)

Use of old and ancient ballistic based weapon. Specify bow, crossbow, pistol, smg, mg, etc.

COMBAT, MARKSMANSHIP MODERN

Covers all modern energy weaponry currently known to exist. It is averaged with DEX to determine a "To-Hit" score. For exotic or unfamiliar weapons, use 1/2 skill until familiar, GM Discretion.

COMPUTER OPERATION

From getting information you need to programming a system. Saves are used to program, ask the right questions or collate obscure data (expert interpretation of the data may be needed).

COMPUTER TECHNOLOGY

The ability to build, repair, maintain and generally care for a computer system. Whether it's a replicator on the fritz or the ship's mainframe.

CULTURE (S)

An overview of the art, philosophy, values and forces that shape a society.

A player automatically has a 75 in their own culture. Culture's can be specific (Rigel XII Colonies) or vague (Klingon Empire). All cultures must be current. Dead cultures are for Anthropologists.

DAMAGE CONTROL PROCEDURES

All the protocols and procedures to follow under emergency situations on board a ship. From the use of specialty equipment to seal a bulkhead to shutting down a containment leak. It also includes the organization and direction of D.C. parties.

DEFLECTOR SHIELD TECHNOLOGY

Repair and maintenance of the shield generators and deflector grids. This skill also covers Tractor/Pressor Beam technology and force fields in general.

A successful roll during Starship combat can get more energy out of the shields than is normally possible.

DEMOLITIONS

The ability to place, arm, disarm and handle explosive charges of all sorts as well as knowledge of various materials, structures and their weaknesses. Architecture or Material Sciences would add 20% skill bonus.

DISGUISE

The ability to pass as someone else. Lower skills allow you to look like a type of person. Higher skills allow you to look like a specific person, down to vocal characterizations. Keep in mind any disguise quickly falls apart in the face of modern technology and techniques.

Actors, comedians and impressionists benefit from this skill with a 20% bonus.

Ecology
The study of the interaction of lifeforms in a given environment. The skill is useful for determining how foreign elements will affect natural environs and determine importance and impacts to the whole.

Electronics
A general skill that covers all electronics work, wires, optics or neural interfacing. If it's powered, Electronics covers it.

This skill applies at 1/2 in place of Small Equipment Tech or Computer Tech for the repair of personal equipment, tricorders and similar devices. Skill applies at 1/4 in place of Personal Weapon Tech.

Enviosuit Operation
The ability to don, operate and maintain an enviosuit in a hostile environment. Enviosuits cover a range of dressings from simple coverings to full vacsuits or deep dive suits. Coupling this skill with Variable-G Operations allows the character to operate in space, water or similar.

* Federation History/Law, see last entry.

Forgery
The ability to create false documents of all sorts. Specialization is possible based on medium, form or even location. You may create brilliant false ID's on Beta Carinii, but over in the Vega system your work is amateur.

You can also specialize in issuer of documents such as the Federation or smaller groups within that body. Selling false patents from a local planetary bureau of patents, for example.

Gaming
Knowledge and experience at games of skill and chance of all kinds.

Gambling
The ability to know and figure odds and then wager stakes on them.

Geology
The study of rocks, minerals, tectonics, volcanology and core dynamics. Used for detecting harmful/useful ores and deposits or for predicting earthquakes and similar dangers.

Gorn History
The history, structure and operations of the Gorn Alliance and its members. This includes dates, people and places.

Gorn Law
The rules and regulations governing the Gorn Alliance. Knowledge ranging from treaties to local member laws.

Heavy Weapons OP/Tech
The ability to maintain, target, fire and operate modern heavy weapons such as installations and field deployed point defense along border planets.

1/2 skill applies to operating old-tech variants that are chemically based as opposed to modern energy systems (including stun fields, vehicle mounted laser and phaser weaponry, etc.). Repair old tech may require Materials Science, Mechanics, Physics & Chemistry, amongst others

History (s)
The study of a people, society of any size over time with notable dates, names and events. Can be specific to as small as a person or tribe over the course of a day or a century to as large as a planetary society over thousands of years; or even cover topics such as migration patterns of the species or other expressions of a populace or specific trends over time.

Holotechnology
Relates to the technical side of construction, programming, maintenence and repair of holotech devices. Depending on your government, you may or may not have access to this skill.

Instruction
This skill is used to teach another character a secondary skill. The teacher may teach any skill the teacher knows up to whichever is lower; the Instruction or the taught skill, minus 20%.

Interrogation
The ability to get information out of a subject through force or other methods. Relevant Medicine or Psychology gives the Interrogator a bonus of 20% of that skill's level to the interrogation roll.

INTIMIDATE
Whether physical, financial or any other means, the ability to bully or coerce others to do your bidding.

KLINGON HISTORY
The history, structure and operations of the Klingon Empire and its conquered territories. This includes dates, people, enemies and places.

KLINGON LAW
The rules and regulations governing the Klingon Empire. Knowledge ranging from Treaties to standardized governing doctrines.

K'ZINTI HISTORY
The history, structure and operations of the K'Zinti Hegemony. This includes dates, people and places.

K'ZINTI LAW
The rules and regulations governing the Hegemony and its relation to the UFP. Knowledge ranging from treaties to local member laws.

LANGUAGE (S)
Both written and spoken aspects of the language chosen. Includes Cryptography, Cyphers and related fields. A character has an 75 in their native tongue.

LAW (S)
Local, planetary, intra-galactic, from large to small and from here to there, there is a legal specialty to cover it. Specify yours.

LEADERSHIP
Averaged with CHA to get an target roll. Saves are made to sway a crowd or to lead people other than those you are used to, but is also used one-to-one when dealing with subordinates.

LIFE SUPPORT TECHNOLOGY
Repair and maintenance of life support equipment both on board ship and landing party equipment such as Enviosuits, Pressure Tents and Life Bubbles.

MATERIALS SCIENCE
Knowledge of the inherent structure of objects, their strengths, weaknesses and procedures.

MECHANICS
The general skill covers all mechanical devices. Rolls would be made to repair and modify a vehicle, un-jam a door or to jury rig an emergency airlock.

MEDICINE (S)
The skill covers the administration and prescription of drugs, surgical techniques, equipment and other doctorly generalities.

Although a separate rating is required for every species, 1/2 skill can apply to similar biologies as judged by the GM. "Xeno" Medicine applies 1/2 skill to similar species and 1/4 to dissimilar.

Specialty fields Include such as Genetics, Pathology, Pharmacology, Research and so on.

MERCANTILE HISTORY
The history, structure and operations of the Merchant Guild and trade practices, its members and the various governments. This includes dates, people and places and the principles of trade in general

MERCANTILE LAW
The rules and regulations governing trade and interactions. Knowledge ranging from various treaties to local member laws as they pertain to the various guild systems across the galaxy.

METEOROLOGY
The stuff of weather patterns and the effect that solar, lunar and other extraterrestrial forces have on weather.

This skill is useful for detecting patterns over time, predicting the next few days of weather, intensity of storms and predicting how man-made forces will interact with natural patterns.

NEGOTIATION AND DIPLOMACY

The skill includes common protocols and procedures and is averaged with CHA, when attempting to influence a small group such as a council or terrorists or an individual such as an Ambassador or even a maniac with a phaser to your buddy's head.

Psychology skill gives a bonus of 20% of the Psych skill to this roll

OCEANOGRAPHY

The study of bodies of water, currents, tides and the forces that affect them including lunar, geothermal and weather.

ORION HISTORY

The history, structure and operations of the Orion Colonies, its members and interactions with other starfaring species. This includes dates, people and places.

ORION LAW

The rules and regulations governing the Orion Colonies and interactions with neighboring governments. Knowledge ranging from treaties to local member laws.

PERSONAL WEAPON TECHNOLOGY

The ability to maintain, repair and modify modern personal energy weapons. 1/2 skill counts towards unfamiliar tech.

PHILOSOPHY (S)

The study of philosophies and their practices, lineages, similarities, differences, including religions associated with particular thought values.

PHYSICS

The laws of motion, thermodynamics, nuclear, atomic, quantum, warp and theoretical. This isn't Sir Isaac's physics anymore.

PSYCHOLOGY (S)

As with Medicine, 1/2 skill rating may apply to non-familiar species. A rating of 40 is required to practice legally. A 30 allows the use of a Psychotricorder and other mind-sensing devices.

ROMULAN HISTORY

The history, structure and operations of the Romulan Star Empire and its conquered territories. This includes dates, people and places.

ROMULAN LAW

The rules and regulations governing the Romulan Star Empire. Knowledge ranging from Galactic Treaties to local planetary laws.

SCROUNGE

The ability to gather what you need from what you can find to do what's gotta get done -and now!

SEDUCTION

The ability to subvert another, usually through physical enticements to possibly get (or plant) information in (or out of) them as well while at it.

SHUTTLE PILOT

This skill covers the piloting and navigation of small craft up to 5,000 tons.

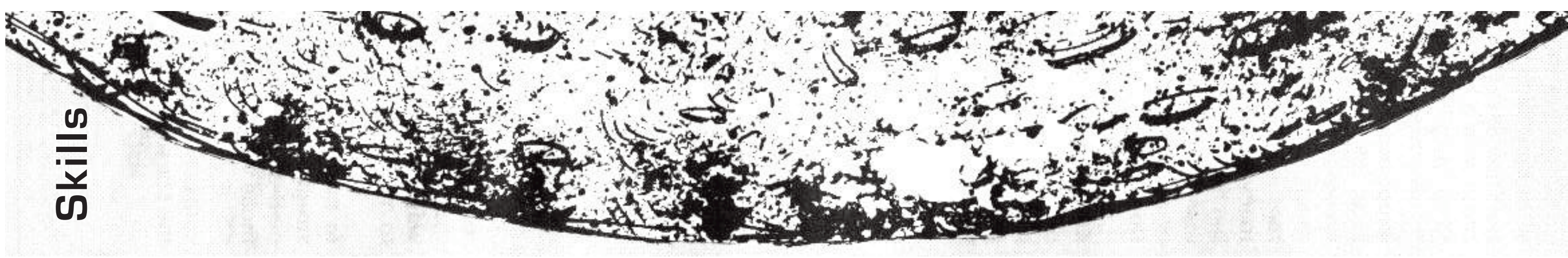
A rating of 10 is minimum to operate a shuttle under the safest of conditions.

SHUTTLE SYSTEM TECHNOLOGY

The necessary skills to support and repair both standard and special purpose shuttle craft, excepting warp technology and related components.

SKORR HISTORY

The history, structure and operations of the Skorr people. This includes dates, people and places.



SKORR LAW

The rules and regulations governing the Skorr people. Knowledge ranging from various Treaties to laws.

SMALL EQUIPMENT TECHNOLOGY

Ability to modify, repair and maintain small hand-held equipment such as found on most landing parties. 1/2 this skill applies to modern weapon repairs.

SMALL UNIT TACTICS

Knowledge of military or police tactics used in small skirmishes or raids.

Rolls would be made for detecting ambushes, snares, the setting thereof, selecting and building effective defenses and commanding/defending boarding parties and assessing situations.

SPORTS (S)

Knowledge of the rules, tactics, stratagems, and ability to play a sport. Sports includes any 'game' based on physical prowess. Separate levels are kept for each sport. Skill in one may count for 1/2 rating in another similar sport Histories of Sports is also an option.

STARSHIP CLOAKING PROCEDURES

Knowledge and experience in conditions, theories and procedures related to the effective operation of the Romulan Cloaking Device.

STARSHIP CLOAKING TECHNOLOGY

Knowledge of the principles, methodologies, design, construction, repair and modifications to Romulan Cloaking Technology and Devices.

STARSHIP COMBAT/TACTICS, STRATEGY

Knowledge and experience in commanding a space battle. Familiarity with great space commanders, battles and the maneuvers used throughout history as well as modern doctrine and that of the enemies.

STARSHIP COMMUNICATIONS PROCEDURES

Knowledge of the frequencies, power ratings, modulations and their proper usage, plus codes and anything having to do with the transmission and reception of communications internally or externally.

STARSHIP COMMUNICATIONS TECHNOLOGY

Repair, maintenance and modifications of and to modern and old-style radio communications equipment. Repair of certain satellites, probes and buoys. 1/2 to 1/4 skill used for archaic or alien equipment at the GM's Discretion.

STARSHIP ENGINEERING

Knowledge of the construction, design and functions of space vessels. Including stress factors, bulkheads, hard points, hull repair, etc.

Rolls are made to re-route power from different systems and other non-specific engineering functions and workarounds.

STARSHIP HELM

The ability to pilot space vessels. Skill with the controls for warp, impulse and maneuvering thrusters. Knowledge of gravimetrics and warp dynamics as applied to maneuvering ships above 5,001 metric tons.

STARSHIP NAVIGATION

The mapping and plotting of interstellar courses through normal and warp space. Intercept courses, determining ETA's and plotting maneuvers.

STARSHIP SECURITY

Knowledge of security procedures aboard a starship including alert status, repelling boarding parties, the controlling and confinement of prisoners and supplying protection to VIP passengers amongst various other duties.

Starship Sensors

The operation and repair of starship sensor banks. Detecting of information about a landing site, locating people or phenomenon and other information. The sensors give raw data which is dependent on the skilled observer to interpret and draw conclusions.

Starship Services

This covers all other ship duties including food, laundry, clerical and other administrative duties such as ship's inventory, supply and requisition requests.

Starship Weapons Operation

The ability to target and fire ship-based weaponry and similar armaments.

Starship Weapons Technology

The ability to design, repair, maintain and modify a ship's and similar weapon systems.

Starship Web Spinner Procedures

The use and deployment of Tholian Web devices.

Starship Web Spinner Technology

The repair and design of Tholian Web devices.

Stealth/Hide

The ability to move undetected by an observer, to blend with surroundings and reman quiet, motionless and still for extended times. Ability to hide objects from casual scrutiny.

Streetwise

The ability to move in the back rooms and alleys of a place; whether in port, on ship or planet. Whether it's information or contraband or anything else that's simply difficult to get -you know where it is, who has it and what they might want in exchange and the words to coax it out of them as well.

Survival (s)

The ability to live for extended periods of time under extreme conditions without supplies. The areas of specialization are: URBAN, TEMPERATE, ARCTIC, DESERT and TROPICAL. 1/2 rating applies to any other survival except Urban.

Surveillance

Similar to Track/Evade, Surveillance is more remote, encompassing the administrative and technical aspects as well as the actual 'watching' (i.e. tracking) of an individual. Surveillance is as much about filing reports, setting up specific equipment, knowing the rules governing its deployment and usage.

While the Federation eschews Surveillance as violating personal liberty, for Klingons it is a fact of life. No other government uses surveillance as much as the Klingons.

Tholian History

The history, structure and operations of the Tholian Assembly. This includes dates, people and places.

Tholian Law

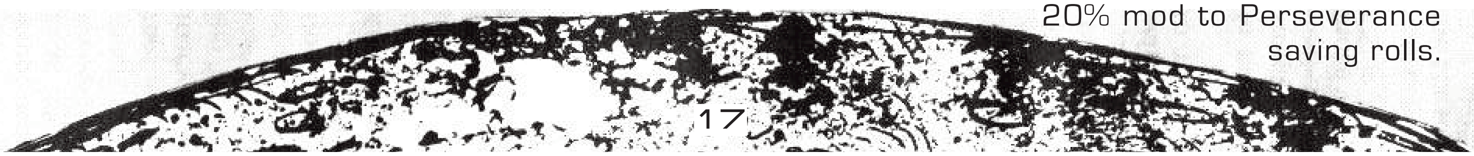
The rules and regulations governing the Tholian Assembly. Knowledge ranging from Galactic Treaties to local planetary laws.

Torture

The deliberate infliction of pain to coerce a given, often pre-determined, result. While this skill is forbidden in the Federation, torture is most commonly used in the Klingon Empire for common discipline on lower ranks and prisoners. The Gorn, K'Zin and Romulans are known to use torturous methods. While the Orion government denies its official usage, some individuals are known to be proponents.

The skill is averaged with Medicine to avoid fatalities, with Interrogation to gain information or Negot/Diplo to subvert an individual.

Torture is resisted with Perseverance, both mental and physical for each infliction. Failing one will modify subsequent rolls by +10 against until irreconciliable unconsciousness or form of lunacy is induced. Torture skill adds 20% mod to Perseverance saving rolls.



TRACK/EVADE

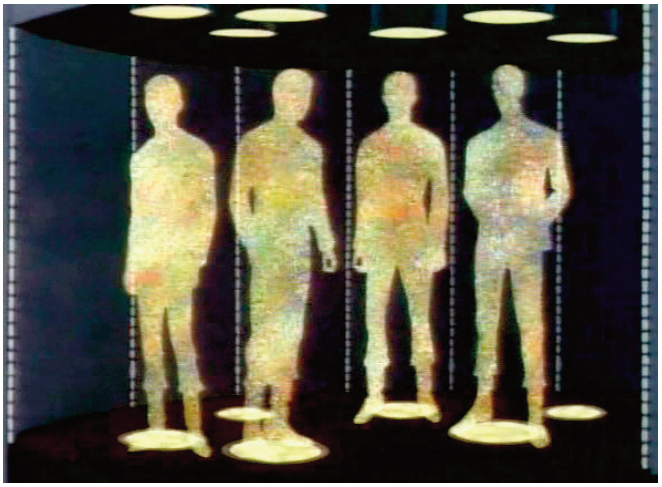
The ability to follow a trail though various terrains and to notice attempts to foil the tracker. Conversely, the ability to obscure tracks and evade pursuit.

TRADE, COMMERCE AND ECONOMICS

The ability and experience to sell and buy commodities on an open market. Rolls are made to improve prices or the amount of goods that can be moved at a determined price. Can be used with Appraisal to get the best prices.

TRANSPORTER OPERATION

As detailed in the Skills example, the ability to locate, lock on and operate Transporter systems.



TRANSPORTER TECHNOLOGY

The design, theory, repair and maintenence of Transporter equipment and related systems.

TRIVIA (S)

A catch-all category dealing with anything not especially covered by any other skills.

Categories should be well-defined. For example 'Literature' is too vague, better is 'Andorian Literature' and best is a period, style or authors. Also includes hobbies not covered by another skill, such as Art.

VARIABLE-G OPERATIONS

Training in how to operate in an unfamiliar gravitational environ. 1g is the standard for humans and Starfleet generally.

Typically this skill is used in outerspace, but can also be useful in heavier gravity planets by helping one control their breathing and other techniques.

VEHICLE OPERATION (S)

The ability to operate a personal transport vehicle. Specialization is required in one of the following categories: GRAV, AIR, WHEELED, TRACKED, HEAVY, WATER, SUBMARINE and ARCHAIC.

WARP DRIVE TECHNOLOGY

The design, building, repair and maintenence of warp drive and all related systems. Knowledge of formulae, theories and emergency procedures. Per “Time Trap”, Klingons call it “Graff Drive”, using S-2 units instead of Warp nacelles.

ZOOLOGY

The study of animals of all sorts. This includes their behaviors, physiologies, diets, classifications and all other aspects of animal life.

Federation History

The history, structure and operations of the UFP, it's members and Starfleet. This includes dates, people and places.

Federation Law

The rules and regulations governing the UFP and Starfleet. From Galactic Treaties to local member laws as they pertain to the Federation.

ALL
FASA
SPECIES
DESCRIPTORS

SEE BOOK 3: MEMORY BANK ALPHA & BOOK 5: MEMORY BANK OMEGA FOR IN-DEPTH SOCIETAL DETAILS FOR THE FEDERATION, KLINGONS, ORIONS, ROMULANS AND GORN.

SEE ALSO SUPPLEMENTS 19 - 21 FOR STARFLEET INTELLIGENCE FILES AND HISTORIES.

ADDITIONAL CHARACTER SHEET VARIANTS ARE FOUND IN SUPPLEMENTS 10 AND 13.

PAMPHLETS 1 - 14 BREAK CHARACTER GENERATION OUT FROM BOOK 1: LIFEFORM READINGS & BOOK 4: BALANCE OF POWERS FOR FAST ACCESS & PRINTING.

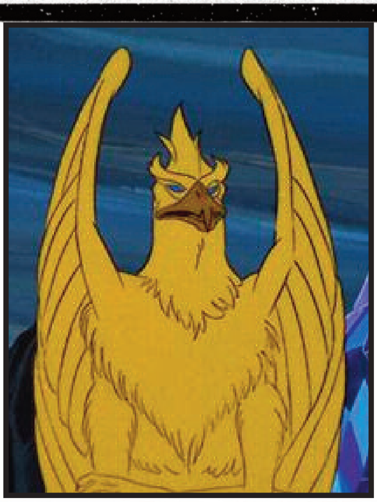
SKORR

STR +5 END −5 INT normal DEX +5
CHA normal LUC −15 PSI −30
AP = (DEX/10) + 4 SOC/TECH INDEX 6-878773

An ancient warrior race, now turned toward peace. This race has bird-like ancestry, and still possesses functional wings and talons. (Flight in manuever situations moves 4 squares per AP expended, with 2 AP cost to take off. During straight-line flight at altitude, that speed increases to a maximum of 5 times maneuver speed. Talons do 1D10 + 5 damage in HTH combat.

Tchar: STR 79 END 60 INT 63 DEX 82
CHA 71 LUC 19 PSI 01

Significant Skills:	Leadership	82
	Pers Cmbt (unarmed)	69
	Zero-G Operations	35



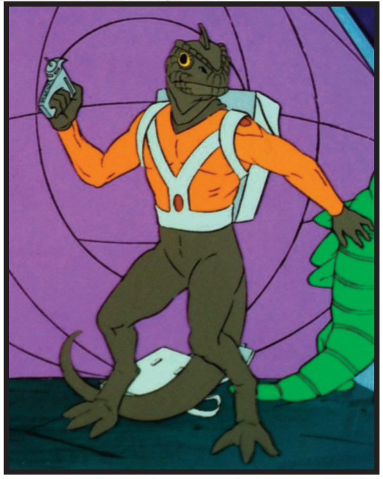
REPTILIANS

STR +25 END +20 INT normal DEX −10
CHA −5 LUC −30 PSI −30
AP = (DEX/10) + 2 SOC/TECH INDEX 7-667651
ARMOR 4 points

The planet Sord's people come from is never mentioned, but they are known colloquially as "reptilians". They are probably distant cousins of the Gorn, though they are smaller in size (about 6 1/2 ft. tall for the average adult). They resemble dinosaurs, possessing a tough skin and striking golden eyes.

Sord: STR 107 END 98 INT 69 DEX 35
CHA 65 LUC 42 PSI 01

Significant Skills:	Pers Cmbt (unarmed)	79
	Streetwise	81
	Planetary Survival	63



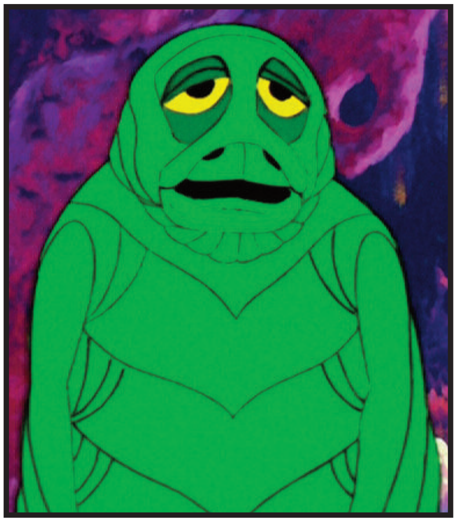
CILIATES

STR 15 END 15 INT normal DEX +25
CHA −5 LUC −10 PSI −30
AP = (DEX/10) + 6 SOC/TECH INDEX 7-877762

Em/3/Green's home world isn't revealed either, but his people are popularly known as "ciliates" because they have rows of three arm-like cilia along each side of the body which are used as extremely delicate manipulatory organs. They walk upright on short, stumpy legs, and are a bright green in color with a perpetually sad expression. The ciliates are, as a race, cowardly. They will avoid physical danger wherever possible. This does not mean they will turn tail and run at every provocation; they are not unreasoning in their fear. They will, however, avoid danger whenever possible, though they are capable of accepting it (albeit not very gracefully) when danger is unavoidable. Ciliates have six very flexible and sensitive arm-like cilia which they can use all at once and with no worries about "handedness" or reduction in dexterity. Their eyesight is also particularly good, especially when manipulating small objects. Thus, they make excellent mechanics, jewelers, and craftsmen.

Em/3/Green:
STR 29 END 32 INT 71 DEX 104
CHA 45 LUC 53 PSI 40

Significant Skills:	Lockpicking	84
	Electronics Tech	88
	Pickpocket	77
	Pers Cmbt (unarmed)	01
	Ground Vehicle Op	78



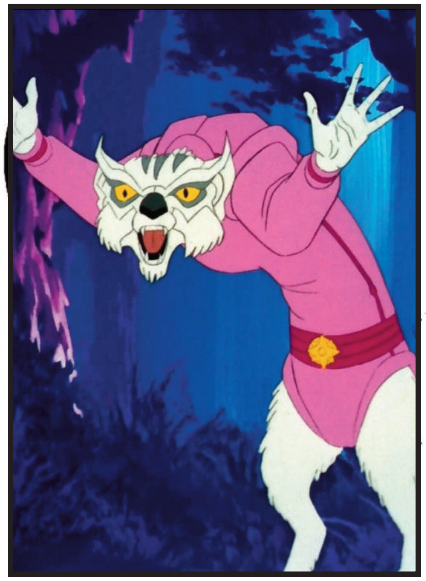
VEDALA
STR −10 END −20 INT +20
DEX normal CHA +10 LUC −5
PSI normal
AP = (DEX/10) + 4
SOC/TECH INDEX 0-CB9A8B

The Vedala are a cat-like people who walk upright with sort of a stoop-shouldered appearance. Despite their unassuming physical appearance, they seem to radiate a wisdom only great age can produce in a race. They are the oldest known spacefaring race in the galaxy, beginning their explorations while mankind on Earth was still living in caves. As such, they are one of the rare examples of a culture that is technologically superior to the Federation.

Though the Vedala have always been on friendly terms with humans and most other spacegoing species, they have an overwhelming need for both personal and racial privacy. (So much so that asking any personal question of a Vedala, even his/her name, is a grave insult.) Thus, they rarely contact other beings, and even on those rare occasions, only one Vedala at a time has ever been seen. Their home planet is unknown even to them — they now live on many widely-scattered, artificially-maintained asteroids (equipped with advanced Vedala stardrives) that they use to wander the galaxy.

The Vedala are never encountered unless they wish to be, and they can command the instant attention of most any government just by requesting it. Not only the Federation, but the Klingons have been known to have responded at times to Vedala requests of one sort or another. Their advanced technology remains a mystery, but it is formidable enough that no existing power — no matter how expansionistic — would want to bother them. No Vedala asteroid has ever been attacked, as far as Federation records can reveal. No Vedala has ever been known to use or carry a weapon. Even so, they are quite capable of protecting themselves, and all races in the galaxy know this quite well.

The Vedala individual who calls Kirk, Spock, and the others together in "The Jihad" is never identified (naturally), and is not observed under conditions that allow reasonable speculation on her skills or specific attributes.



The final member of the party, Lora, is a normal human female. Her statistics and significant skills are listed below:

Lora: STR 68 END 79 INT 73
DEX 82 CHA 77 LUC 76 PSI 51

Significant Skills:

Marks (modern)	82
Pers Cmbt (unarmed)	77
Planetary Survival	73
Hunting	91
Tracking	99

There are a number of ways these non-player character races could be worked into a campaign. The most straightforward would be to have the team called back together by the Vedala, either to again thwart the war-like efforts of prince Tchar, or perhaps teamed up with a rehabilitated Tchar against some other galaxy-spanning problem.

The individuals from the expedition may be encountered on their own. The little lockpick Em/3/Green may be mixed up in some sort of spectacular theft planned by a mastermind. Lora may seek out Captain Kirk (who she "took a fancy to" during the original quest) to ask for his help or just to take up where she left off. Sord may be working as a bodyguard or expedition leader somewhere. Tchar, now cured of his madness, may want to make amends by giving Kirk some important information. And, of course, the Vedala may call on Kirk and Spock, or other Star Fleet officers, for another important cause.

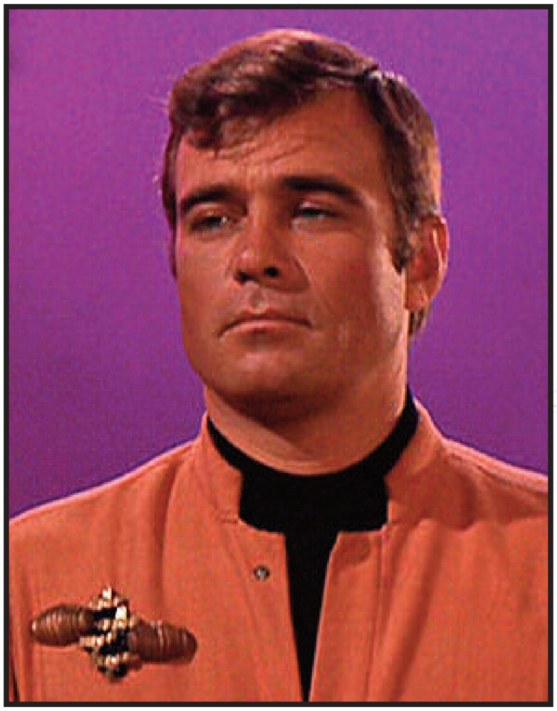
Finally, other members of the races represented in the original expedition may turn up as non-player characters in any campaign. A reptilian mercenary band, a ciliate repairman, or a Skorr diplomat might be interesting as important non-player characters, or just walk-ons.

None of these four new races are intended as player characters, and none would be found in Star Fleet. A race known as the Aurelians, close relatives of the Skorr, MIGHT be found as Star Fleet officers, however. (An Aurelian historian was shown in the animated episode "Yesteryear".) The Aurelians have slightly different racial characteristic adjustments and background than the Skorr. We will present the Aurelians as an optional seventh Star Fleet character race in this column next month, including complete background and character creation data for Aurelian player characters. Meanwhile, have fun with these four new non-player character races. ■

ALPHA CENTAURANS

World Log: ALPHA CENTAURI

System Data	
System Name:	Al Rijil
Map Coordinates:	1.27N 2.92W
Number of Class M Present:	3
Planetary Data	
Position In System:	VII
Number Of Satellites:	2
Planetary Gravity:	.86g
Planetary Size	
Diameter:	18,000 km
Equitorial Circumference:	56,500 km
Total Surface Area:	1,017,876,000 sq km
Percent Land Mass:	30%
Total Land Area:	305,363,000 sq km
Planetary Conditions	
Length Of Day:	25 hrs
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	60%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	10%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Alpha Centauran
Technological/ Sociopolitical Index:	999998-98
Planetary Trade Profile:	AABAABB/A(B)



PLANETARY DESCRIPTION

Al Rijil is a triple system containing two yellow stars and a red dwarf star. The fourth, fifth, and seventh planet of the system support life. The first two are colonies of Alpha Centauri proper.

Alpha Centauri is a lush tropical world that supports a population of 20 billion inhabitants, and ranks as one of the major cultural and scientific centers in the Federation, second only to Terra.

Visitors to the planet will be inspired by the Cochrane Memorial, the Star Fleet Academy, and the Federation Historical Institute. In addition, this world is known for its huge expanses of unspoiled wilderness, rivalling even the famed Benecian outback.

RACIAL DESCRIPTION

It is theorized that Alpha Centaurans are Humans transplanted from Terra's Mediterranean basin in the fifth century B.C. (Earth standard date) by the Preservers. They have coarse dark hair, swarthy complexions, and are generally slightly larger than the average human.

Alpha Centauran ideals are a cross between Emersonian transcendentalism and animistic concepts. From birth, every member of the race learns the *Shk-Te Arar*, a martial philosophy based on the beliefs that all beings are equal, that moderation should prevail even in circumstances of abundance, and that all things possess a living spirit that is part of a greater whole.

The Alpha Centauran concept of equality came about during the slave uprisings that occured early in the planet's history. The belief in moderation developed during an early period of warfare between the Alpha Centauran city-states. The last concept stems from the days after the massacre at the nature commune.

Alpha Centaurans are conservative and disciplined. They are also aggressive, but not violently so; their philosophy encourages moral superiority over physical force. Nevertheless, Alpha Centaurans love physical sports, especially endurance tests or contests of skill. Some of the best long-distance runners in the Federation are Alpha Centauran. Their sunjamming races, which are steeped in martial philosophy, are almost a religious event among the people.

Alpha Centaurans are the most democratic race in all the Federation. They are so democratic, in fact, that they feel superior to other races who only "feign to have the proper moral and social obligations to others". Because of this attitude, most other races label Alpha Centaurans as snobs.

Alpha Centaurans believe that an order underlies the universe, no matter how chaotic or confused it might seem, and that each thing has its place—an idea now held mainly by only primitive cultures. In this regard, Alpha Centaurans resemble Vulcans, another people who have held to basic religious and philosophic beliefs despite the passage of time.

Alpha Centauran society is classless: everyone is equal. There are, however, some leaders who deal with the Federation when needed, and others who administer internal affairs. Alpha Centaurans understand that not all people can make the proper judgments and decisions needed to run a planet, and thus it is logical to appoint those individuals who are qualified.

Alpha Centauran government is run by three elected officials. Everyone on the planet participates in the voting, which is accomplished through an interactive televison network. Voting is one of the most important duties of the planet's citizens, because it shows that they still follow the correct social and moral philosophy. Like sunjamming, voting is considered a religious event.

Another interesting facet of Alpha Centauran life is a rite called the *Makel Re Talver*, or Time of Learning. When an Alpha Centauran child turns 13, he or she may wander about the planet, seeking truth and understanding. During this time, Alpha Centaurans feed and shelter these children, no matter who they are or from where they come. In effect, whatever the seekers want or need is free. Though most other races would take liberties with such a privilege, Alpha Centauran philosophy prohibits the children from abusing it. The children leave the Time of Learning after five years, at which time they must choose their vocation and enter apprenticeship.

Alpha Centaurans only resort to physical violence if insulted. The insult they consider most unforgivable is to shake hands. Hand-grasping was the ancient Centauran way to begin arm wrestling. By shaking a modern Alpha Centauran's hand, the other person is saying that he thinks so little of the Centauran that he can defeat him in unarmed combat.

Most races find the Alpha Centauran philosophy contradictory. Alpha Centaurans rationalize the discrepancies by saying that one has to be born among them to understand.

RACIAL HISTORY

As there are no written records of Centauran history from before 2,500 years ago, many scholars believe that the Centaurans are an offshoot of the Human race, perhaps seeded on Alpha Centauri by the Preservers. Most Centaurans flatly deny this theory, and some speculate that Humans are, in fact, descended from Centaurans and were transplanted from Alpha Centauri.

Prehistoric legend on Alpha Centauri states that their gods led the Centaurans on a great migration from their rocky, inhospitable homeland to a lush green valley. The entire race was awed by this new land and named it Quiberon Prime. This settlement became the dominant city of the culturally homogenous city-states that sprung up on the world. Though each city was self-governing, a senate of representatives from each city-state convened at Quiberon Prime to decide issues of world-wide importance. As there was plenty of food and land available, there was little strife among the cities.

Eventually, the Centaurans became puzzled by the absence of the gods, and some openly questioned their existence. A small group of philosophers began circulating manuscripts espousing their views on transcendentalism, and soon Centauran society became divided between the pantheists and the transcendentalists. When the Senate outlawed the teachings of transcendentalism and imprisoned the leaders of the movement, riots broke out. For the first time in Centauran history, each city-state established an army to coerce the others to adopt their beliefs. As the battle lines were drawn, rougly equal numbers of the city-states supported each cause. The Senate disbanded, and the pantheistic cities began to invade territories of the enemy cities. However, the outcome of these wars was indecisive, and the city-states settled into an uneasy cease-fire.

About a century later, the pantheistic city-states were deteriorating from internal strife and civil disorder. Finally, a massive slave revolt toppled them. (The other city-states, true to their beliefs, held no slaves.) The transcendentalists restored order to the devastated pantheistic city-states and reestablished the Senate.

As transcendental belief coalesced, the adolescents began to make journeys of *Makel-Re Talvor*. A few of them refused to enter into any apprenticeship upon their 18th birthdays and instead established a wilderness community for meditation and communion with nature. Eventually, the commune grew to a few hundred individuals.

Centuries passed, and the Centaurans developed artificial organs and synthetic fibers. However, their technology could not protect them from a comet that crashed on the planet, levelling one city-state and crippling three others. According to Senate proclamation, all were required to help the survivors of the cataclysm, but the Centaurans residing in the nature commune refused to participate. This created strife, and some other Centaurans raided the community, slaying the inhabitants and torching the compound. The vigilantes were subsequently imprisoned, and the transcendentalist philosophy expanded to include toleration of other lifestyles.

Alpha Centauri space exploration efforts were second only to those of the Vulcans and the Andorians. Utilizing the solar winds generated by their three suns, they launched space vessels and colonized two other worlds in their system. In Stardate 0/42, a Terran exploration ship entered the Al Rijil system and, much to their surprise, found the advanced civilization of the Centaurans. The Terrans received a warm welcome, however, and the two governments signed a peace accord 17 years later.

Centaurans boast that their civilization was the driving force behind the creation of the Federation. It was a Centauran who first proposed a political union between Alpha Centauri, Andor, Tellar, Terra, and Vulcan, and it was at Alpha Centauri that representatives from these planets first met to create such a government. In addition, the political treatise establishing the Alpha Centauri Concordium of Planets, consisting of Alpha Centauri, Icarus, and Proxima Centauri, served as the model for the Articles of the Federation.

PLACE IN THE FEDERATION

Centaurans are recognized as the force behind the Star Fleet Advocates Assembly. This powerful group lobbies to ensure that Star Fleet receives enough finances to cover operating expenses, new ship construction costs, and advanced weapons research. They have considerable influence with the Federation Council, but less with the Federation Assembly.

Centauran firms are usually at the forefront of Federation technology. Charlottes Shields, a Centauran firm located in Quiberon Prime, is a major designer and manufacturer of deflector shield systems. Cavanaugh Industrix of Telperion, Alpha Centauri, is the largest manufacturer of industrial robots in the Federation. In addition, Centauri Spaceworks produces the most cutters and is the only producer of monitors for Star Fleet Command.

Alpha Centaurans serve in many positions throughout Star Fleet and the Federation. Because of their views on racial equality, they are excellent diplomats who are able to deftly arbitrate negotiaions between other groups because of their ability to see both sides of a situation. This fairmindedness makes them excellent members of the judiciary as well.

World Log: ANDOR

System Data	
System Name:	Epsilon Indi
Map Coordinates:	1.82N 2.22W
Number Of Class M Present:	2
Planetary Data	
Position In System:	VIII
Number Of Satellites:	3
Planetary Gravity:	1.2G
Planetary Size	
Diameter:	18,000 km
Equatorial Circumference:	56,500 km
Total Surface Area:	1,018,000,000 sq km
Percent Land Mass:	80%
Total Land Mass:	814,000,000 sq km
Planetary Conditions	
Length Of Day:	21 hrs
Atmospheric Density:	Thin
General Climate:	Cold
Mineral Content	
Normal Metals:	40%
Radioactives:	20%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Andorian
Technological/ Sociopolitical Index:	999997-88
Planetary Trade Profile:	AFGEABE/D(C)

Physically, Andorians are blue-skinned humanoids with white hair and a pair of knobbed antennae extending from the sides of the crown of the head. Their slim builds conceal a well-muscled warrior's body.

Andorian history is one of conflict, though like the Romulans who are foes of the Federation, they do not battle without reason. The martial spirit is still alive in Andorian culture. Andorians are a stoic, unsentimental people for the most part, but they do respect and revere ties of family.

The Andorian antennae are sensitive organs of hearing–more sensitive in some ranges than those of humans or Vulcans. (However, they are also more vulnerable and exposed.)

Andorians are fond of technology, but insist on its use in concert with nature. For this reason, their wars of conquest in early Andorian history were fought with a regard for planetary environment. As such, they avoided much of the ecological devastation suffered by Earth humans and many other cultures.

Andorians are extremely disciplined, and possess a strong sense of duty and personal honor. As such, they make excellent military officers.

PLANETARY DESCRIPTION

Andor is a comparatively high-G world, gravity being 17 percent over the Terran 1G. Additionally, the planet's atmosphere is thinner than the atmosphere of Earth, usually 590 mm of mercury, compared to the Terran normal of 760 mm at sea level. Thus, Andorians have much better lung capacity than the typical Human, and can work and fight more efficiently in thin atmosphere.

RACIAL DESCRIPTION

The blue skin, pure white hair, and prominent antennae of the Andorians are well-known throughout the Federation. Their blue hue is the result of a high concentration of cobalt in the hemoglobin of their red corpuscles. The antennae are remarkably sensitive sensory organs, giving the Andorians sonar detection abilities similar to those of Terran bats. Beacuse of these organs, it is very difficult to sneak up on or to elude an Andorian—even in total darkness. A less desirable characteristic of the Andorian antenae is their sensivity to pain. Being hit in the antennae gives the Andorian as much pain as a Human male experiences when struck in the groin. Andorians in Star Fleet are normally issued extra protection for their antennae, and Andorian marine personnel wear specially designed combat helmets. Though allowing the antennae to protrude through the top, the helmet offers them as much armor protection as the rest of the head.

As a rule, Andorians are stronger and hardier than most races except Vulcans. This is a result of Andor's greater gravity, harsher climate, and thin air.

Few attributes of the race have caused more misunderstanding than the famed Andorian temper. This is because Andorians usually exhibit tempers only when temperatures are soaring. Normally, Andorians are cool, logical thinkers who act only when logic deems it rational to do so. However, it is easy to overlook the depth of emotion that an Andorian not only feels but can also express. It is a mistake to think of an Andorian as a blue-skinned Vulcan. Even at cool temperatures, it is possible to rile an Andorian so much that he abandons his logic for his more violent roots.

Although Andorians are stoic and largely unsentimental, they do respect and revere family ties. To insult an Andorian's clan is to insult him and his entire race. Those who do so, either deliberately or inadvertently, will discover just how dangerously crafty an Andorian can be.

Andorian clan relationships and the tendency of clans to specialize in one profession are very similar to Gorn practices. Perhaps this is why almost half the negotiation team at the Clanhaven conference between the Federation and the Gorn Alliance are Andorians. The most prestigious Andorian clan is the Clan of Combat, which handles nearly all the military operations of Andor, including ship construction and arms shipments. The Controllers Clan, another influential clan, is responsible for controlling the weather on Andor, Andorian colony worlds, and other customers.

RACIAL HISTORY

The Andorians are believed to have originated in the glaciers and ice fields of the southern polar continent on Andor. Because they developed in cold climes, the Andorians are endothermic to a degree and have trouble keeping their body temperatures at 57° C. when in temperatures of 44° C. and higher. Exposure to higher temperatures affects the Andorians' minds, causing them to lose their logical thought processes and, instead, become cunningly violent.

It was the migration of early Andorian tribal clans into the more temperate northern latitudes that caused the race to become violently emotional—yet efficient—warriors. In the warmer northern regions of the planet, the Andorians found an abundance of food and learned the rudiments of agriculture. However, as the summer heat affected them, the clans became more warlike and fought each other for land and food, even though there was plenty for all. Hungry for war, the northern tribes moved south to fight those tribes in the polar region. Fortunately, the cooler climates curbed the violent tendencies of the Andorian invaders, allowing both sides to work out logical solutions to their differences.

To defend against the inevitable invasions from the north, the Andorians in the polar regions founded Cities of Refuge. In these cities, hotheads who had murdered someone could seek protection from avenging relatives—provided he joined the city's defense force for the next ten years. The Cities of Refuge protected the southern Andorians, and allowed them to develop advanced technology. Their first project was to reduce the variability in their own climate and thus diminish the tendency of cool-headed Andorians to become violent 'hotheads'. (It is interesting to note that the terms "cooler heads" and "hotheads", used so much in discussing Andorians, were actually the direct translations of Andorian terms.) Their success at climate control provided the impetus to unite the various tirbes under one rule.

The Andorian race predates Humanity by about 3,000 years. The planet Andor is covered with ice and snow except at its equator, where surface temperatures can reach 50° C. The large polar regions experience temperatures ranging from -20° to -45° C. Andorians are partially endothermic beings who have difficulty functioning in warmer climates. They are immediately recognizable by their bluish skin and pure white hair. The former is due to the presence of high levels of cobalt in Andorian blood. In addition, Andorians have antennae that serve as sensory organs, much like the sensory apparatus of the Terran bat.

Theories about Andorian prehistory speculate that small, nomadic, tribal groups originated in the polar regions. With the development of agriculture and cities, Andorians acquired a highly developed sense of territoriality. This, combined with a biological aggressiveness in warmer summer periods, led to organized warfare and the first nation-states. Eventual advances in technology led to the first practical system of planet-wide climate control, which was the decisive factor in establishing a permanent civilization on Andor.

Although they managed to deflect their aggressiveness before destroying themselves, the Andorian race still required an outlet for their natural ferocity. The first successful manned efforts at interstellar flight provided this release approximately 50 years before Humans made similar attempts. A period of eager expansionism followed, fueled in part by overpopulation that occurred for the first time in Andorian history.

The result of this space exploration was the establishment of the Andorian Empire, approximately 75 years before the formation of the United Federation of Planets. It was this collection of 13 inhabited worlds that bore the brunt of the Vegan Tyranny as that race tried to reestablish galactic dominion.

For all its willful aggressiveness, the Andorian civilization has much to offer fellow beings. For example, Andorian philosophy has produced a unique form of symbolic logic that recognizes the intrinsic value of emotions. Other Andorian contributions include noteworthy studies in controlling mental illnesses, some of the Federation's finest architecture, and excellent shipbuilding designs. Though ready for a fight at a moment's notice, the typical Andorian is as eager to build and create as he is to damage and destroy.

The Andorians are one of the few races to have developed warp drive on their own. Before they encountered the Humans, they had established the Andorian Star Clan, an interstellar empire consisting of 13 planets. First contact with Humans did not proceed well, and ended with the Andorians opening fire on the Terran exploratory vessel. Luckily, before the Terran alliance could gear up for war with the Andorian Star Clan, Andor received a Vulcan peace mission. As the Andorians are themselves creatures of logic, the Vulcans were well-received. The ensuing talks averted war between Andor and Terra, and Andor joined the Terran alliance, a logical move in the best interests of all concerned. (Her former subject worlds became Andorian protectorates.) When the Articles of Federation were signed at the first Babel Conference, Andor was one of the five original signatories.

PLACE IN THE FEDERATION

Although the Andorians have matured as a race, the martial spirit is still very strong throughout their culture. Extremely disciplined and possessing a strong sense of duty and honor, Andorians make excellent military officers. In fact, a high proportion of all Federation military personnel (including officers of top rank) are Andorian. Andorians served diligently during both the Romulan War and the Four Years War, distinguishing themselves with their sacrifice and devotion to duty. More medals for distinguished service during wartime have been awarded to Andorians than to any other Federation race. Sadly, not a few of those were awarded posthumously. One of the two combat decorations unique to the Star Fleet Marines, the Heart of S'em-loh, was named after an Andorian who was the first Star Fleet Marine ever killed in action.

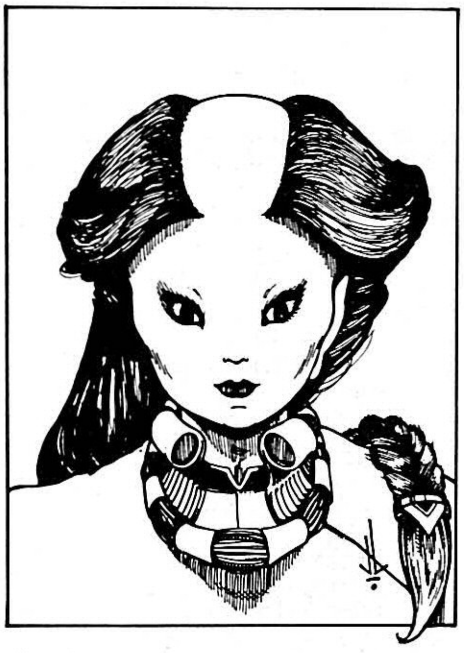
In addition to its place in Federation military history, Andor is renowned for its achievements in weather control. Andorians were the first race to develop climate control on a planet-wide scale, and all their colony worlds are either frigid ice-balls or climate-controlled planets. Whenever a world's leaders wish to control their weather, they usually call in Andorian experts.

One of the greatest smears to Andorian honor is the existence of the Warriors of Andor. The Warriors are an anti-Federation terrorist group that developed from an Andorian clan that refused to accept Andor's 'surrender' to the Terran alliance and, later, the Federation. The Warriors became outlaws, working to bring down Andor's ruleing clan and to dissolve Andorian ties to the Federation. After an unsuccessful coup, Andorian authorities captured most of the Warriors, but some managed to escape offplanet. In the years since, these renegade Andorians have organized and maintained one of the bloddiest terrorist outfits operating in Federation space. Still known as the Warriors of Andor (to the disgust of all honorable Andorians) the terrorists conduct numerous bombings, assassinations, and kidnappings throughout the Federation annually. Star Fleet Intelligence considers the Warriors of Andor to be among their top ten public enemies, and has conducted several missions to discover the whereabouts of these terrorists. However, if the Andorian Clan of Combat manages to locate the Warriors first, it is certain that the terrorists will never make it to trial.

ARCADIANS

World Log: ARCADIA

System Data	
System Name:	Vellun Gamma
Map Coordinates:	8.21N, 0.59E
Number Of Class M Present:	1
Planetary Data	
Position In System:	5
Number Of Satellites:	2
Planetary Gravity:	0.78g
Planetary Size	
Diameter:	18,400 km
Equatorial Circumference:	55,000 km
Total Surface Area:	720,000,000 sq km
Percent Land Mass:	20%
Total Land Mass:	144,000,000 sq km
Planetary Conditions	
Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	85%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	5%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Arcadian
Technological/ Sociopolitical Index:	555666-67
Planetary Trade Profile:	None



The two scores for dexterity refer to the average Arcadian's agility in water and on land.

PLANETARY DESCRIPTION

Arcadia is a mild, temperate world with a slightly higher oxygen content than that of Terra. Covered almost entirely by water, Arcadia is home to a species of intelligent aquatic mammalians known as the Arcadians. That portion of the planet not covered by water is comprised mostly of numerous islands and small archipelagos; two small continents lie near the southern pole. Most Arcadians reside in small cities built on the island chains. In addition, the Arcadians have constructed numerous artificial island masses that move about the planet with the changing of the seasons. Current estimates place Arcadian population at three to four billion inhabitants, though the possible presence of underwater communities makes accurate predicitions impossible at this time.

RACIAL DESCRIPTION

A sentient species resembling Terran dolphins, Arcadians are a race of omnivorous, pacifistic, and sea-going mammals that live off sea-borne plankton, though their physiological makeup permits them to photosynthesize a limited amount of sustenance as well. Grouped in loose social collections of several hundred to several thousand beings, most Arcadians live on land and in the planet's oceans. Evidence suggests a short life span, somewhere between four and six standard decades long. Their pacifistic nature and the lack of predators have allowed the Arcadians to develop the beginnings of a technological society based primarily on applied physics and mathematics.

The Arcadians' piercing, grey-blue eyes are usually covered by a thin membrane that offers added protection against the solar radiation filtering through the planet's thin atmosphere. Typical Arcadians range in height from just under a half-meter at birth to over two meters at full adulthood. Though comfortable with walking upright, Arcadians are equally at home in water, as evident from the silky smooth texture of their skin. Their supple exterior is thicker than typical humanoid skin and protects them from sudden temperature changes. This hide also contains a unique array of chemical compounds that permits an Arcadian to obtain nourishment through photosynthesis. Arcadian skin tones range from light blue to pale yellow.

In addition to various marine features, Arcadians likewise display distinct mammalian characteristics. In addition to being air-breathers, Arcadians are born alive, and for their first three to six months, live in their mothers marsupial-like pouch. Despite their relative helplessness at birth, however, Arcadian young adapt quite easily to both land and water environments.

The Arcadians lack the concepts of the individual or the family unit; the closest approximation is a notion of affiliation with an extended grouping (school) of like-pigmented creatures. All Arcadians seem to share the responsibility for the care and upbringing of their young. Though generally pacifistic, Arcadians have been known to react aggressively to any threat to one of their communal brood. They seem to be devoid of any societal distinctions. All share the work of whatever communal projects are being conducted. As one member of the group quits work, another immediately takes his place for a similar period of time, though how work periods are regulated is presently unknown.

Federation sociologists theorize that the Arcadians as a whole share of form of communal consciousness on a level as yet undetected by normal means. As proof, they cite the amazing speed at which Arcadians assimilate various Federation dialects into their own language without the need for standard translation aids. In addition, despite evidence of relatively advanced technology, the Arcadians have no written language and only a rudimentary oral tradition.

The Arcadians enjoy a unique absence of any outward form of government. The closest approximation to a ruling class appears to be a deference toward individuals with a rare form of dorsal spine, though whether this is due to tradition, political prerogatives, or some other convention is unknown.

RACIAL HISTORY

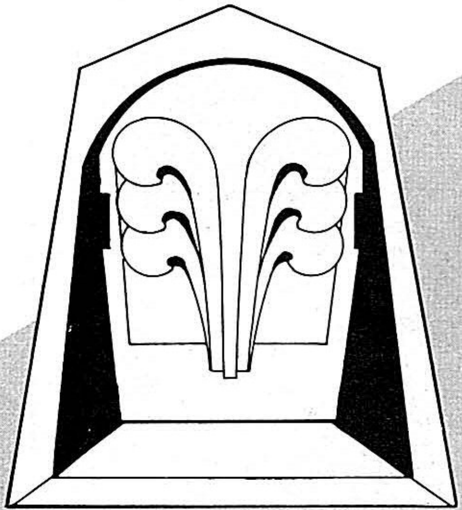
The origins of the Arcadian race remain somewhat puzzling even after six years of almost continuous contact with these sentient beings. Some elements of Arcadian society point to a long-established civilization, while other, equally valid factors suggest that the race became civilized only recently, within the last hundred years or so. Some scientists have postulated that the Arcadians are the remnants of a once-mighty civilization that broke off from their now-extinct parent race. Others believe that the Preservers transplanted the Arcadians from a distant, perhaps now-obliterated planet.

Arcadian culture is centered around mobile, ocean-based land masses similar to extended city-centers, which suggests a thriving technological society. This notwithstanding, Arcadians are remarkable for their almost total lack of elementary scientific understanding—with the exception of natural and applied physics. In this respect, the Arcadians rival and sometimes exceed accomplishments made by other more mature civilizations.

PLACE IN THE FEDERATION

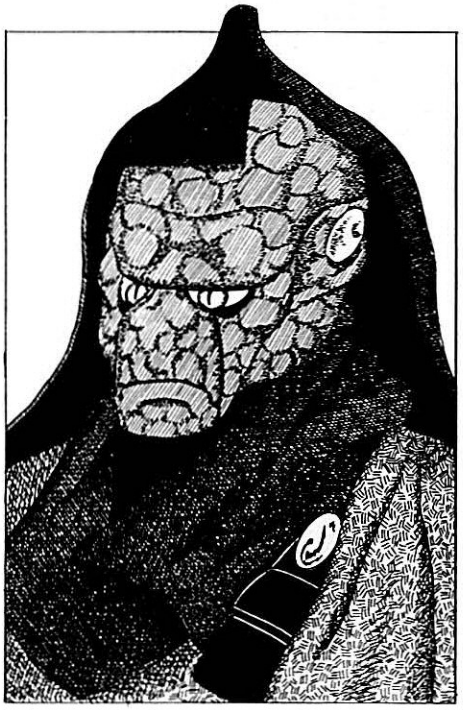
Though associate members of the Federation, the Arcadians have yet to express any desire to trade with other Federation worlds. At present, only a few Federation sociologists have been allowed on the planet since first contact eight standard years ago. The Arcadians apparently fear that influx of foreign races will cause radical upheaval in their society. For this reason, the Federation Council has placed a temporary contact/trade restriction on the Vellun Gamma system. Thus, although visiting Arcadia is allowed, all would-be tourists must have prior approval from Federation officials.

The Arcadians are credited with the first verifiable discovery of proto-matter, the first definable link between energy and matter. Though postulated mathematically for decades, actual proof of the existence of this material remained unproven until the Arcadian scientist Firim'Ja Ale experimentally detected proto-matter existing at a subatomic level in rare forms of antimatter. Initially touted as a potentially limitless energy resource, the basic instability of proto-matter (due to its antimatter properties) soon prompted the Federation Council to ban any manufacture or collection of proto-matter. Though naturally xenophobic to outsiders, the Arcadians have had to alter their isolationism due to Genesis Device publicity. That Dr. David Marcus used proto-matter in the Genesis matrix has catapulted the Arcadian race to public attention. It is hoped that such publicity will prompt the Arcadians to become full-status members of the Federation. Their delegates to the Assembly have been working overtime with Federation scientists to rectify the Genesis experiment disaster, for which they feel to be morally responsible.



THE ARIOLO

World Log: FILLANDIA	
System Data	
System Name:	Bartz' Star
Map Coordinates:	4.81N 4.86E
Number Of Class M Present:	1
Planetary Data	
Position In System:	I
Number Of Satellites:	0
Planetary Gravity:	.6g
Planetary Size	
Diameter:	26,000 km
Equatorial Circumference:	81,680 km
Total Surface Area:	2,123,716,600 sq km
Percent Land Mass:	72%
Total Land Area:	1,529,075,800 sq km
Planetary Conditions	
Length Of Day:	None
Atmospheric Density:	Thick
General Climate:	Tropical
Mineral Content	
Normal Metals:	29%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	2%
Cultural Data	
Dominant Life Form:	Ariolon
Technological/ Sociopolitical Index:	975774-55
Planetary Trade Profile:	GBDCECF/B (C)



PLANETARY DESCRIPTION

Fillandia is a large, extermely humid world dominated by tropical forests and extensive mountain ranges. Many find the planet's heat unbearable—planetary temperature is usually about 35° C. and has been known to reach 50° C. The dense cloud cover produces frequent electrical storms but little rain. Considered by planetologists to be one big continent with scattered seas and lakes, Fillandia is an extremely unstable world. High Richter-scale earthquakes occasionally ravage the planet, and the many volcanoes are frequently active. As if this were not enough, scientists have predicted that Fillandia's sun will explode in about a hundred years. Some bookies are actually taking bets on whether Fillandia or its star will self-destruct first.

Fillandia is one of those rare planets that does not rotate. One side always faces the sun, and the other remains in perpetual darkness. Furthermore, the planet has no axial tilt, and so the inhabitants do not experience any seasonal changes either. The planet circles its star once every 289.4 standard days.

RACIAL DESCRIPTION

The Ariolo are a race of sentient mammals resembling the centaurs of Terran mythology. They have six appendages: two arms, each with five fingers and an opposable thumb, and four cloven-hooved legs. The fine hair covering them from head to foot varies from mottled-gray to brown to black. Ariolo have no nasal opening; instead, they have highly developed taste buds on their tongues. Whenever they wish to determine weather patterns, smell flowers, or detect the presence of others, they merely stick out their tongues and taste the air. This sense is so acute that an Ariolon can differentiate between others by smell at one kilometer.

Ariolo have a rather slow metabolism. This is fortunate, because if it were any quicker, they would have to spend almost their entire lives eating to support their massive bulk (though many Ariolon would not mind this). Ariolon activity reflects this sluggish metabolism, and offworlders are quick to assume that the Ariolo are lazy and apathetic. However, though slow to react, they are dedicated workers and fierce fighters. When necessary, Ariolo can gallop at 60 kilometers per hour. The Ariolon's slow metabolism also gives him a life span of 150 standard years.

Ariolo eat a lot—they have to. Most of them weigh about 1,000 kilograms, and carrying around all that weight requires a great deal of energy. Since the establishment of the Ifelsi dynasty, the Ariolo have been vegetarians. The humid, tropical environment of Fillandia has given birth to over 10,000 different kinds of edible plants—herbs, fruits, vegetables, leaves, and so forth. Ariolo spend just as much time cooking as they do eating. As one might expect from their hyper-sensitive taste buds, they have very discriminating palates, and are very fussy about their food.

Ariolon society is hedonistic. They love to throw and attend *aferio*, or parties, reminiscent of Alpha Centauran *Kirva dentinor* or Terran *Roman orgies*. Pleasure is the central goal of individual Ariolo, and perhaps that is why they have not progressed very far culturally. The *aferio* allow Ariolo opportunities to sample the finest cuisine and listen to native music. With their six-digit hands, Ariolo are reputed to be the best musicians in the galaxy.

Of course, the Ariolo do not spend all their time at parties. They are diligent workers, and because of their strength and their planet's low gravity, they have built monumental structures. Unfortunately, Fillandia's frequent earthquakes have toppled most of the ancient buildings, but the ruins tell tales of gigantic, intricately carved temples and houses.

Fillandia is governed by the Farsighted One, a member of the Ifelsi family. The present ruler is a direct descendent of Yfrallo, the leader of the forces that overthrew the previous dynasty. The Farsighted One's word is law—anyone who forgets that will quickly find himself banished to the dark side of the planet. Just as an individual Ariolon pursues pleasure to attain self-fulfilment, the Farsighted One commands all Ariolo to fulfill the destiny of their race. Theoretically, this ruler is supposed to abstain from seeking pleasure himself so that he can spend all his time furthering Ariolon developmenrt. In practice, however this is rarely true.

Of all the races the Federation has contacted, the Ariolo are the only one that had not developed the concept of time. They have no natural method to measure time—no nights, no seasonal changes, and no satellites. Each individual decides when he will work, play, or sleep, based on the dictates of self-fulfilment. Ariolo consider death to be an end, but also believe that the individual will be continually reincarnated until he has achieved his highest state. 'The future' is a difficult concept for an Ariolon to grasp. If such a phrase could be applied to them, Ariolo would say they live one day at a time.

RACIAL HISTORY

Fillandia is a brutal world, where life evolved only with difficulty. When it did develop, however, the various species grew quickly as each tried to become dominant over the others. Eventually, the Ariolo won, and the other animal races soon died out.

Written records relate tales of gigantic monsters thundering across the planet and smiting the ground to bring forth the planet's blood. Early Ariolo cowered in the jungles for fear of the demons. Then they hit upon the idea of throwing some of their members into volcanoes as human sacrifice. According to Ariolon records, this seemed to stem the planet's flow of blood.

Some time later, an individual named Iroloro began preaching. His views on the seeking of pleasure to reach the highest stage of being stirred the Ariolo, and the race began to build cities and to discover their world and its scientific laws. However, many Ariolo disagreed with Iroloro's teachings, and took up arms against him. Olirofle, Iroloro's war chieftan, led his fanatical army against the unbelievers, and after many campaigns, beat them into submission. At this time, the entire planet was ruled by Iroloro.

When Iroloro died, disagreement broke out as to who would lead the Ariolo. Some (known as Ifelsli) believed that Iroloro's son Iflero should assume the kingship, while others (who were called the Olirri) supported the claim of Olirofle. The two factions fought for supremancy, but eventually, the Olirri won. Before the final battle, Iroloro's son Iflera entered the dark side of the planet and never returned. Ariolo mythology claimed that the dark side was the home of demons and the abode of the dead. Though none had ever returned from that dread place, Iflera proclaimed that one day he would come back.

Government under the Olirri was rather oppressive, but during their rule, technology increased manyfold. Roads, medicine, public housing, sanitation, and the culinary arts were developed. However, civil liberties were often violated, and the persecution of the Ifelsi continued. Needless to say, the Dynasty paid only lip service to the teachings of Iroloro.

Then, the Elarioh Saliwah, or the Great Dark Cataclysm of the Gods, occurred. Unusually intense earthquakes shattered some cities, and volcanoes poured fiery lava on others. Civilization was on the verge of ruin when the Ifelsi seized control of the cities. They reintroduced Iroloro's philosophy, which calmed the populace and strengthened them during this difficult time. Eventually, the cataclysms subsided, and the Ifelsi restored order and rebuilt their civilization. During their reign, the Ariolo invented high-stress alloys and plastics, capable of withstanding the planet's tremors.

PLACE IN THE FEDERATION

The Federation discovered the Ariolo in Stardate 1/7912. Since then, UFP engineers have taught them how to relieve their planet's internal stress and provided them with warp technology, which the Ariolo use to travel the stars seeking new pleasures.

Ariolo do not serve in Star Fleet military branches. Ships are too cramped for them, and the thought of automated food sickens them. Although they do work in administrative branches, most Ariolo serve the Federation as civil and chemical engineers, and, of course, as cooks.

Upon learning of the impending destruction of their sun, the Ariolo have discovered the meaning of the word "hurry". They are currently petitioning the Federation Council to award them a new home planet.

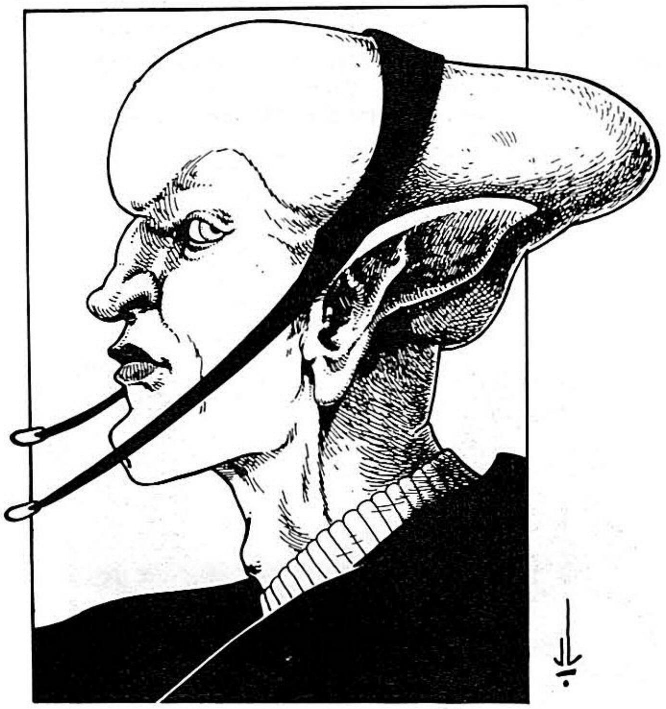
The Ariolo's greatest gift to the Federation has been its music and musicians. It is worth enduring Fillandia's harsh climate to listen to a concert by the Fillandian Symphony Orchestra, especially as the concerts are more like festivals, with Ariolon and Federation delicacies served throughout the entire month-long extravaganza.

The Ariolo have also introduced a new form of music, the Warp Blues, that is currently sweeping the Federation. Sociologists call the meteoric success of this music "The Ariolon Invasion". Among the more popular groups are the Ahmels; and Orellia and the Urflo Hipsters.

ARKENITES

World Log: ARKEN II

System Data	
System Name:	Arken
Map Coordinates:	4.77N 1.49E
Number Of Class M Present:	1
Planetary Data	
Position In System:	II
Number Of Satellites:	0
Planetary Gravity:	.7g
Planetary Size	
Diameter:	9,200 km
Equatorial Circumference:	28, 902 km
Total Surface Area:	265,900,000 sq km
Percent Land Mass:	47%
Total Land Area:	125,000,000 sq km
Planetary Conditions	
Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	40%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	17%
Special Minerals:	50%
Cultural Data	
Dominant Life Form:	Arkenite
Technological/ Sociopolitical Index:	988764-76
Planetary Trade Profile:	CDHFDEF/D (D)



PLANETARY DESCRIPTION

Arken II is a small, very dense world that orbits the two suns Arken A and B once every 200 standard days. The summer season hits swiftly, scorching the planet's surface but lasting only 20 days. Following this is the stormy fall season, lasting roughly 80 days. The winter season is extermely harsh, freezing the planet's seas for about 20 days. This is followed by spring, which, like fall, creeps in very slowly and lasts about 80 days. Surface temperatures at the planet's equator range from –25° C. to –10° C. in the wintertime, and from 20° C. to 50° C. in the summer.

Arken II is not native to the Arken system. Scientists believe that when its original star exploded, the planet was flung into interstellar space. Eventually, it drifted into the still-forming Arken system, where it was caught by the gravitational pull of the two young stars. The intense heart generated by these suns fused Arken II's sandy surface into a thick transparent crust. Eventually, underground rivers and lakes washed away much of the sand beneath these glass plains, and it was in these lakes that life formed.

RACIAL DESCRIPTION

The Arkenites are an aquatic race of Humanoids easily recognized by their hairless, bulbous heads and fin-like ears. They are very tall, averaging around 2.2 meters high, and their glassy, deep-set eyes vary from dark green to amber. Arkenites are weaker than Humans, but are as intelligent and lucky. Arkenites do not practice psionics, but a few psionically talented individuals are known to exist.

All Arkenites wear a special sensory aid on their heads, improving the individual's sense of balance and direction. Although they are necessary only when off Arken II, most Arkenites wear the device at all times because it enhances coordination, making the average Arkenite much more dexterous than most Humans.

Although a long-time member of the Federation, there is still much to be learned about this reserved race. Their culture is oriented toward the group rather than the individual. Emphasis is placed on being a part of a *Sia Lenthar*, an Arkenite word meaning "group" or "pack". The larger or more unusual the group, the higher the esteem felt by that member. There is no rivalry between groups as this would diminish the importance of being part of the common race.

RACIAL HISTORY

The Arkenites are descendants of aquatic life. Though they have evolved into air-breathing creatures, they still retain some of the features of their aquatic ancenstors.

Ancient Arkenite society was made up of thousands of migrant groups that roamed the planet in search of food and safety. Later, a powerful group called the *Sia Cathtec*, or "group of dominant power", assumed control of the other groups. During the early part of their reign, they established a social order, with themselves in the ruling class and everyone else in the common class. Eventually, they created another class consisting of those Arkenite commoners who distinguished themselves by their efforts to aid the ruling class. This middle class served the leaders directly, working as guards, asssistants, aand servants.

A few centuries after their rise to power, the members of the *Sia Cathtec* began to grow restless and argue among themselves. After one of their own was killed during an argument, they decided to settle arguments with the lives of commoners. Each leader received equal numbers of common

Arkenites and formed them into armies. Whenever leaders disagreed, they would send their armies into battle to determine who was right.

Having adapted well to being part of a single large group, the common class did not take well to being split up into smaller groups. Working as a single entity, they simply refused to accept the further authority of the *Sia Cathtec.* Although the ruling class attempted to force the populace to obey, the ruling class had lost their leverage. Eventually, without anyone to support or provide for them, the once-powerful dominant group died out completely. The commoners created new leadership, but such leaders were more like servants to the common group.

While forging their interstellar empire, the Andorians subjugated the Arkenites. After the establishment of the UFP, the Andorians themselves sent a diplomatic ship to Arken II to establish peaceful relations and to offer membership into the UFP. After much discussion and arguments within their leadership, the Arkenites decided to accept full-status membership.

PLACE IN THE FEDERATION

Arkenites are often encountered in scientific teams, on trading ships, and in Star Fleet. Many Arkenite trading ships ply the space lanes. These crews are very close and work extremely well together. Their efficiency rivals that of even the most disciplined of Star Fleet crews.

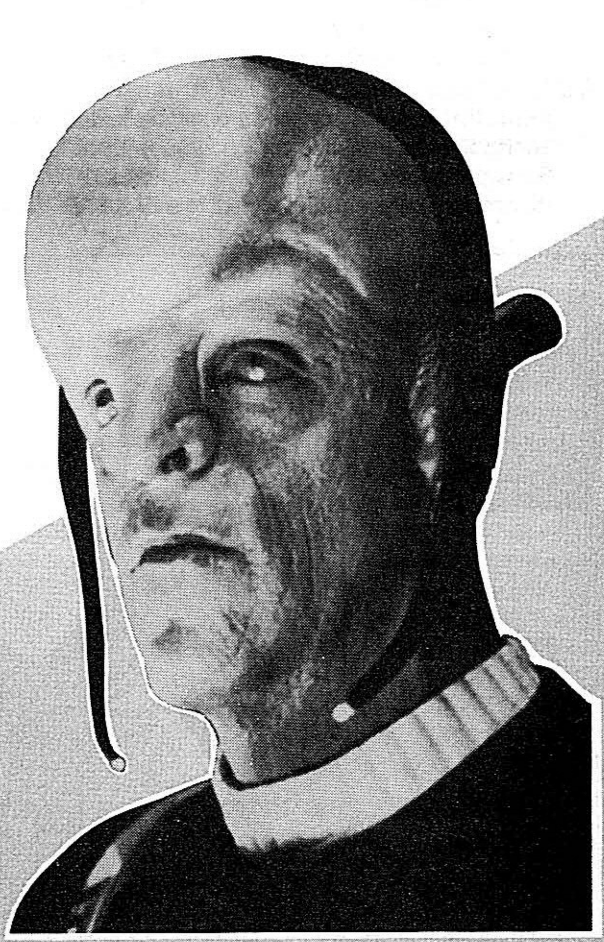
As such a career choice is unusual by Arkenite standards, few Arkenites become members of Star Fleet. These few adopt the crew of their ship as their own group. They consider physiological differences to be meaningless, using other means to separate their group from others (such as Star Fleet versus civilian, officer versus enlisted, and so on). This has made the Arkenites among the least prejudiced races serving in the Fleet. However, they are extremely suspicious of non-Federation races and will never treat a member of such a race as part of their group. This has been the primary factor keeping Arkenites from receiving command-level positions in Star Fleet. Most Arkanites are rather poor leaders anyway, as they tend to be uncomfortable in independent positions. However, as secondary officers and enlisted personnel, they excel.

Most Arkenites in Star Fleet do not take great offense at being referred to as alien; they will simply correct the being who makes the error. However, a few will become distressed at being called alien. Such beings have been knon to sulk for days at being cast out.

SPECIAL NOTE ON ARKENITE PHYSIOLOGY

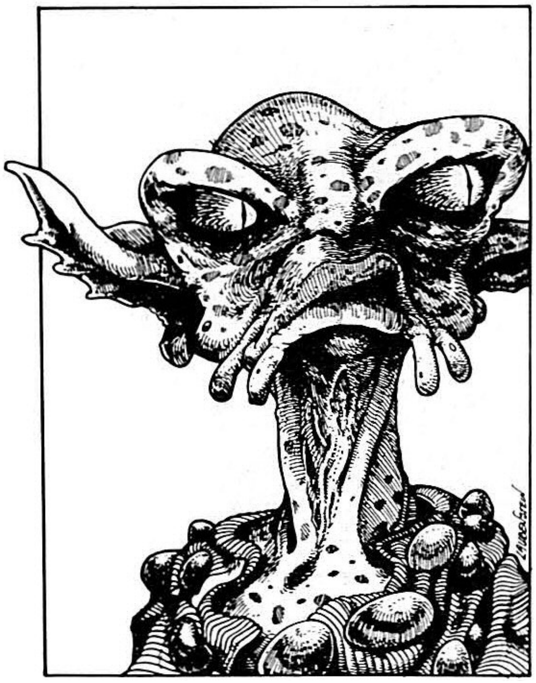
The distincively bulbous head of the Arkanite contains a complex system of sensory input organs. These organs are very sensitive to changes in temperature, pressure, and magnetic fields. Though very nearsighted, they possess an omni-directional auditory system capable of perceiving frequencies too high for most races to hear. This built-in sonar gives them a keen sense of motion and distance, but does not provide details about distant objects. However, it does make sneaking up on an Arkenite extremely difficult. To maintain their sense of balance, the Arkenites have an organ that orients itself to their planet's magnetic field. This sense can be disrupted by other magnetic fields and is, of course, disrupted when away from Arken II. When this occurs, the Arkenite experiences vertigo.

This vertigo has been a trememdous hindrance to their technological development. After a time, this was overcome by the development of a device known as an *Anlac'ven.* Worn over the head, this U-shaped device creates a tiny magnetic field that provides the user with a false sense of balance. Microcircuits alter the magnetic fields to give the wearer continual feedback on his surroundings. In fact, these devices are extremely sensitive to movement, providing the wearer with a perfect sense of balance and direction.



BZZIT KHAHT

World Log: ALTHOS IV	
System Data	
System Name:	Nakagima 62B
Map Coordinates:	1.27N 5.38E
Number Of Class M Present:	1
Planetary Data	
Position In System:	4
Number Of Satellites:	0
Planetary Gravity:	.7G
Planetary Size	
Diameter:	9,100 km
Equatorial Circumference:	28,000 km
Total Surface Area:	357,000,000 sq km
Percent Land Mass:	22%
Total Land Mass:	78,540,000 sq km
Planetary Conditions	
Length Of Day:	21 hrs
Atmospheric Density:	Thick
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	17%
Radioactives:	8%
Gemstones:	18%
Industrial Crystals:	1%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Bzzit Khaht
Technological/ Sociopolitical Index:	655658-89
Planetary Trade Profile:	AAADDCE/C(B)



PLANETARY DESCRIPTION

Althos IV has a wide variety of gemstone deposits that any mining concern in or out of the Federation would kill to develop. Many of the small islands in the seas of Althos IV have gemstone beaches where one can make a fortune by beachcombing. Other deposits lie near the underwater volcanoes used by the Bzzit Khaht to generate power for their cities. At this time, the inhabitants are uncertain whether they will permit offplanet mining concerns to develop the wealth of their world. As such a temptation is too much for some, a Star Fleet patrol ship has been permanently assigned to the Federation research facility on Althos IV to warn off illegal miners.

RACIAL DESCRIPTION

The Bzzit Khaht are one of the more unusual members of the UFP. Although Federation scientists on Althos IV have not submitted their final reports, they have released some basic facts concerning this race.

The Bzzit Khaht are intelligent amphibious reptiles that vaguely resemble some species of the Rendar V Dragonlizard. Their hearing and sense of smell are exceptional and their skin is covered with sponge-like glands that are used to regulate coordination and respiration while underwater. They seem to spend quite a bit of their time in the water. Their floating, cavern-like enclosures, known as *Rauctgus*, (or "seatowns"), look very similar to Terran beaver habitats, except for their size. The Bzzit Khaht harnessed the geothermal energies of their planet to power the seatowns, and did so without harming the ecology or geologic stability. The seabeds surrounding these habitats are stocked with a blue moss-like plant called *shaka*, which is the Bzzit Khaht's main food supply. Some of the larger *shaka* planting circles have a diameter of 70 kilometers and are easily discernible from orbit.

Bzzit Khaht society is divided into three segments. The most common of these is the *Bzzgaht*, or "Gatherers". The *Bzzgaht* tend the seatowns and underwater fields of *shaka*, and construct new settlements when they 'feel' that expansion is necessary. These psionic feelings seem to be possessed by every one of the Bzzit Khaht.

The second division of the Bzzit Khaht is the *Bzzmaht*, or "Routers", who oversee *Bzzgaht* parties while they carry out an assignment. A *Bzzgaht* does not get promoted to *Bzzmaht*; they seem to be born into their position. No physiological differences between the two are apparent. There seems to be approximately one *Bzzmaht* born for every 20 or so *Bzzgaht*.

The third and final division of Bzzit Khaht society is the *Bzzbaht*, or "providers", the leaders and progenitors of their race. They appear somewhat larger than either the *Bzzgaht* or *Bzzmaht*, and each seatown usually has between two and four of them. The providers' main duty is to bear and raise the young of all three social divisions. The *Bzzbaht* also are considered the theoretical leaders of their various seatowns (it is very difficult to explain the word "leader" to the Bzzit Khaht), and they are usually the ones that deal with offworlders.

There are three divisions of Bzzit Khaht society, but they are not classes in the usual sense. Every individual is equal in Bzzit Khaht society, which is divided only to increase efficiency. The Bzzit Khaht are a cooperative unity without strife or disagreement. They have no government structure because every individual is in complete agreement with every other individual. Working for the betterment of their race is their personal goal as well as their communal goal. It is not that every individual knows the thought of every other; rather, every individual knows the desires and need of every other individual. Legend tells of a seatown that was demolished by a tidal wave, and within hours, every other seatown had dispatched aid to the area without knowing of the disaster. The people simply knew that a need had to be filled there. As his psionic ability does not transfer well to other races, the Bzzit Khaht cannot really be termed empathic.

The Bzzit Khaht are fairly sophisticated medical scientists, having eliminated most of the bacteriological hazards that once plagued the swamps and shallow seas of Althos IV. Although still brief by Terran standards, the Bzzit Khaht now live 30 to 40 standard years, whereas a few centuries ago, they could expect to live less than 20 years.

RACIAL HISTORY

The road to intelligence for the Bzzit Khaht is presently unclear. References to the Gironapir, or "Awakening", are common in Bzzit Khaht language and history. Apparently, thousands of years ago, the Bzzit Khaht (who were then simply amphibians swimming in the seas of Althos IV) became aware of each other through some sort of psionic jolt. They began to communicate and work together to develop a new society, and have continued this process ever since.

Before contact with the Federation, the Bzzit Khaht had developed a fairly technical society on their own. They had sent chemically powered spaceships throughout their entire system and were in the process of setting up permanent space platforms in orbit about Althos IV and the gas giant Althos V. They also had begun to mine the gases out of Althos V for use as rocket fuel. Amazingly, they had achieved all this without discovering atomic fission, although they did understand the theoretical principles involved. When asked about this curiosity, *Bzzbaht* say that nuclear power just wasn't "right" for the Bzzit Khaht society.

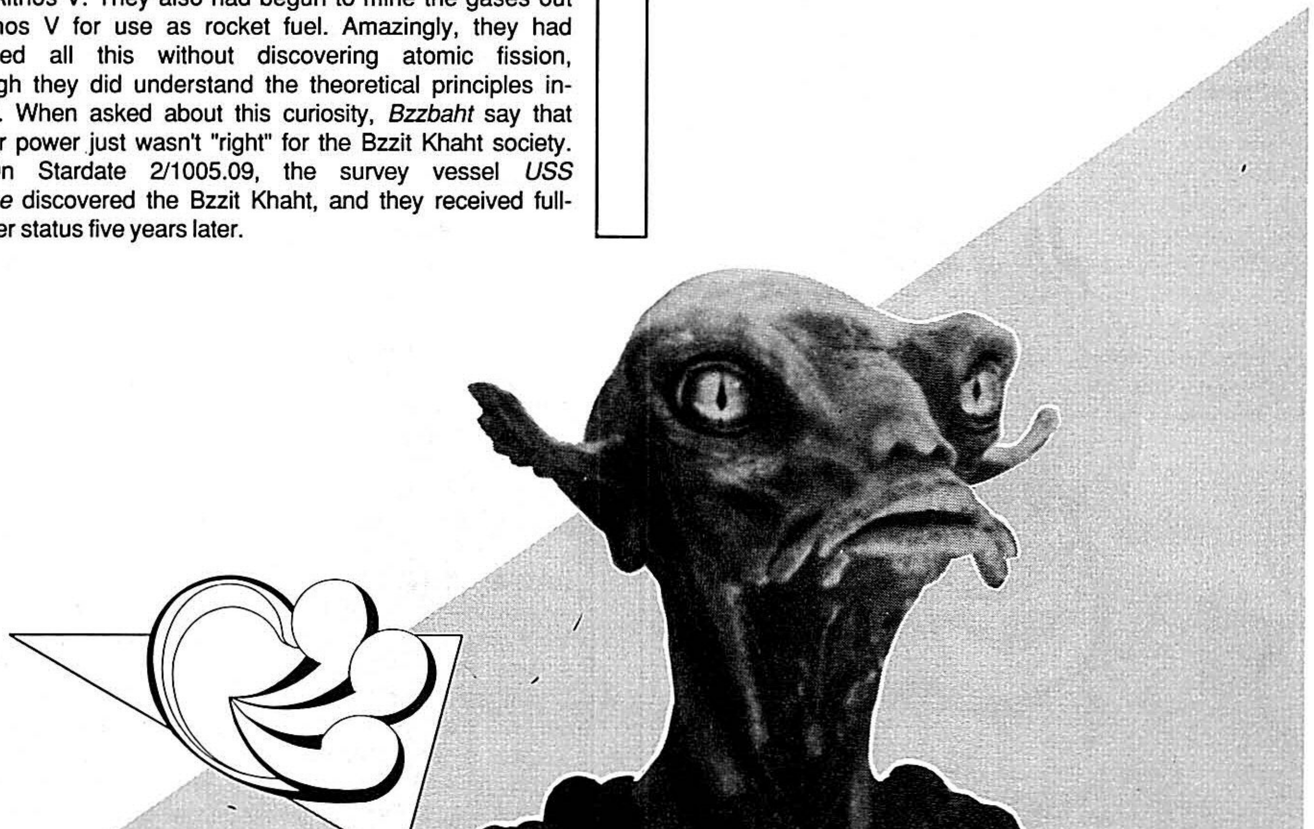
On Stardate 2/1005.09, the survey vessel *USS Chaffee* discovered the Bzzit Khaht, and they received full-member status five years later.

PLACE IN THE FEDERATION

The Federation still has much to learn about the Bzzit Khaht. A research station has been set up on Althos IV with the permission of the Bzzit Khaht, who have just recently begun sending envoys to various Federation worlds. Although their mouths can just about handle speaking Galacta, the gurgling and hissing is sure to irritate listeners. Therefore, Bzzit diplomatic Khaht expeditions travel with a number of experienced linguists, sociologists, and universal translators.

Being water creatures, the Bzzit Khaht need special accommodations while offplanet. Their skin needs a good soaking at least once a day or else serious chaffing, discomfort, and even dehydration will result. The sponge-like hydrous membranes on the skin of the Bzzit Khaht release a stink that most races find very offensive. However, Federation scientists have developed a special aerosol deodorant that the Bzzit Khaht can spray on when attending interracial affairs. This product seems to have made a hit with the Bzzit Khaht, who have sent the formula back to Althos IV so that they can begin mass production.

How the relationship between the Bzzit Khaht and the Federation will develop is still unclear. The Bzzit Khaht make exceptionally accurate acoustic systems, rivalling those from planets with more advanced technology. With a population of over ten million inhabitants all bent on the same goals and ideals, it is certain that their race can develop much faster than the usual races of bickering, opionated individuals.



World Log: CAIT

System Data	
System Name:	Caitia
Map Coordinates:	1.80N 2.16 E
Number Of Class M Present:	1
Planetary Data	
Position In System:	IV
Number Of Satellites:	2
Planetary Gravity:	1.25g
Planetary Size	
Diameter:	10,100 km
Equatorial Circumference:	31,730 km
Total Surface Area:	320,500,000 sq km
Percent Land Mass:	50%
Total Land Area:	160,250,000 sq km
Planetary Conditions	
Length Of Day:	27 hrs
Atmospheric Density:	Thick
General Climate:	Tropical
Mineral Content	
Normal Metals:	40%
Radioactives:	20%
Gemstones:	20%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Caitian
Technological/ Sociopolitical Index:	887865-76
Planetary Trade Profile:	BEFCDEG/B (C)

This race walks erect as bipeds, but they are descended from creatures similar in some respects to Earth felines. They possess sleek bodies covered with soft fur, which also covers their faces and hangs about the head like a mane. They have large golden eyes, long tails, and voices with a purring quality.

Caitians are extremely dexterous and fast. Their ancestors were hunting carnivores, but a large portion of the Caitian population is now vegetarian! They have acute senses of sight and smell.

Caitians practice total equality of the sexes, and have throughout recorded history. Even Caitian names have no gender indicated, so a male child is as likely to be named after his mother as after his father.

One of the newer non-humanoid races to join the Federation, the Caitians evolved from creatures resembling Terran felines rather than from primates. Caitians generally range from two to three meters in height and have tan to reddish-tan fur and manipulative forepaws. The adult Caitian voice resembles the purring of a Terran cat. Despite their striking similarity to Earth predators, most Caitians are not carnivorous, preferring instead a balanced and nutritious vegetarian diet. Caitian culture emphasizes the love of beauty and personal loyalty. This is due to the interlocking individual and clan relationships underlying their culture. Indeed, Caitians prize loyalty in themselves and others above all other considerations.

PLANETARY DESCRIPTION

Slightly smaller than the average Class M planet, Cait is a warm, tropical world of thick, lush jungle, sunny, grassy plains, and wide, sandy beaches. Its thick atmosphere is perfumed with the scent of the dense jungle. Though hot and sunny, frequent breezes sweep its shores and plains. The planet's climate is inviting to most life forms, and Cait has become a popular tourist stop (except during its short rainy season). The abundance and variety of plant and animal life have kept Caitian zoologists and botanists busy for centuries, and offplanet scientists find Caitian ecology a complex and facinating topic.

RACIAL DESCRIPTION

Caitians are upright, bipedal beings with manipulative hands, who are descended from a felinoid life form. Their feline ancestry shows in their facial structure, the fur covering their bodies, and their voices, which resemble the purring of Terran felines.

Caitians stand two to three meters tall, slightly larger than the average humanoid. However, they are more agile and dexterous than their size would suggest. Having evolved on a hospitable world, they are not as hardy as many other life forms, and thus susceptible to many diseases on other planets. Fortunately, Caitian medicine is advanced enough to cope with many of the virological problems resulting from interplanetary travel.

Caitians are primarily noted for their loyalty. Their society is centered around large clans, and clan members are related by a set of connections that are basic knowledge for a Caitian and a hopeless, incomprehensible tangle for anyone else. To a Caitian, clans are an extension of self, and they depend on their members as much as their members depend on their right arms. Clan members treat members of other clans (and other races) as important beings with equal claim to their world and its resources, but do not rely on them as much as they do on their clan.

Unlike many other clan-oriented cultures, Caitian clans do not specialize in separate areas. They encourage wide diversity within the clan so that whenever a clan member needs a service or item, someone in the clan can help him. Different fields and businesses contain members of as many different clans as possible so that no one clan has control of that field.

Caitians practice monogamous, lifelong marriages. A couple usually has two or three *brre'l* ("litters") of up to four children. Children of the same *brre'l*, known as *brrel'mar*, are exceptionally close, and the clan usually separates them in schooling and activities, which prevents them from developing a disproportionate dependence on each other. Each clan member shares the responsibility of childrearing.

Caitians do not differentiate between sexes in activities or social standing, striving to be egalitarian in every respect. They provide the elderly with special treatment, but do not consider this any more than a tribute to their elders' wisdom and experience. As the saying has it, "Old age is a power all may achieve."

Because Caitians inhabit a planet where the living is easy, they can set aside concerns about survival and concentrate on the finer things in life. Their culture has a deep appreciation for beauty, which is expressed in many ways: study and contemplation of nature, producing works of art that mirror nature, and, most commonly, surrounding themselves with by beauty and comfort.

Some clans practice monastic, contemplative approaches to life, preferring the detailed appreciation of one flower to the overwhelming profusion of an entire jungle. However, most Caitians express their love of life and beauty by surrounding themselves with abundance. A comfortable, beautiful home is the desire of every Caitian. Home is the center of Caitian life, and a sign of acceptance by a Caitian is being invited to his house. Despite the large numbers of tourists who visit Cait, few have seen the inside of a Caitian house. Caitians are very territorial, and they react aggessively against any threats to their homes. Their cities are notably clean and well kept, as the fastidious Caitians cannot abide a damaged environment.

Although Caitians are slow to anger, they are fierce when enraged, and they have been known to hold grudges for generations. They do not like being angry because it is not a beautiful state, and the idea of war is unspeakably ugly to them. While they shun physical violence, they are capable of devious psychological games.

As Caitians are so interested in nature, and each other, their science has long emphasized planetary and medical sciences. They had not yet developed space travel when discovered by the Federation, as they had not "gotten around to it". Although some studied astronomy, Caitians consider the near at hand to have more interest.

Caitians are intrigued by the variety of life forms in the universe, and wish to study them all. Although their race has little psionic potential, they are particularly interested in the practice of psionics, as they never dreamed of such a thing.

Though interested in other life forms, Caitians are more interested in themselves, or (as they put it) in each other. Some races think that the Caitians look down on them, but Caitians are quick to state that they regard all races as equal. For their part, Caitians often feel that other races, particularly Humans, are patronizing toward them. As they find Caitians particulary attractive, Humans may be guilty of this, but not consciously.

RACIAL HISTORY

The lush jungles of Cait have produced a fascinating array of plant and animal life. As the feline ancestors of the Caitians evolved into an upright, intelligent species, they moved toward the clearings and beaches on the fringes of the jungle.

As these predators moved out of the jungle, they turned to the waters for food. Caitian civilization first developed as a fishing, seafaring race, clustered in settlements along the shore. However, they soon discovered that agriculture appealed to them more than the strenuous fishing life, and sailors became only figures of a semi-legendary past.

Caitians have few class distinctions (though they say that they have none.) One clan, the Vr'aun, are considered the rulers. The eldest member of the Vr'aun rules as *Agra'nn* (translated as either "King" or "Chairman") for three years, then passes the rule to the next eldest. In this system, the rulers have lived as regular working members of the society before taking office, and are respected for their experience and knowledge. The Caitians adore pomp and ritual, and enjoy having a coronation every three years. Retired *Agra'nn* are still highly respected members of the society, and reside in the *L'lura*, a combination palace-and-library, where Caitians may consult them on any social or philosophical questions.

Because of their society and sexual equality, and also because they are the only intelligent species on their planet, the Caitians have had no experience with prejudice and discrimination. Pleased with the variety of sapient beings in the universe, they treat all with respect until a race proves itself unworthy of such regard.

There is no history of organized warfare on Cait. As the planet is small and the Caitian population homogeneous, no cultural scisms have occurred. Nevertheless, there have been feuds between clans. Violence in these cases mostly takes the form of kidnapping, arson, and sabotage, as the Caitians have not developed weapons technology.

Caitians were delighted and overwhelmed when the Federation ship *USS Framingham* contacted them. Excited though unsurprised at the existence of others in the universe, they were eager to become part of the Federation. Cait was admitted to the Federation quicker than any other planet with a native, sapient life form.

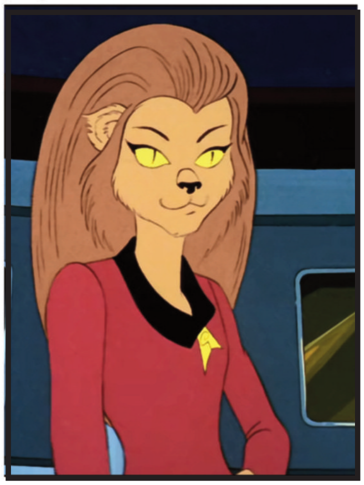
PLACE IN THE FEDERATION

Caitians are often torn between their desire to explore the universe and their strong ties with home. Few Caitians have been willing to spend time away from home to serve the Federation, either as civilians or in Star Fleet. However, as more Caitians leave home, more will be willing to follow, knowing that there are friendly furry faces out there. The number of Caitians scattered through the galaxy is expected to increase exponentially in the coming years.

Even fewer Caitians choose to join Star Fleet, due to their pacifistic natures. Those who do usually serve in noncombat roles, such as the medical branch or communications. Caitians are prized members of Star Fleet, as they transfer their tenacious loyalty to their officers and fellow crew members.

Only a handful of Caitians can be found in Star Fleet Marines or the Security branch, as the violent activity of these positions is too much for Caitians to stomach. Starship combat is sufficiently abstract for them to handle, however, and some enjoy the sight of beams and missles cutting though the darkness of space. These Caitians force themselves to ignore the unbeautiful results of a successful shot.

Caitian civilians serve the Federation mostly as scientists, as they have no patience with working in the bureacracy. Many Caitians travel the galaxy as independent scholars, and some as traders. These often travel in starships packed with as many clan members as wish to come along, in an effort to ward off homesickness for the jungles and beatiful houses of Cait.



A Caitian may use their claws in Hand-To-Hand combat. Doing so adds 1d10/3 rd to Bare-Hand Damage rolls, plus STR and Skill bonuses.

However, whether the attack is successful or not, roll 1d10 and on a roll of 0, a claw has been ripped out, causing 1d10/2 rd in Wound Damage to the Caitian.

The Caitian then suffers a +10 on all H-T-H To-Hit rolls and cannot use that hand's claws until healed.

STARDATE MAGAZINE #11, APRIL 1986

the DAYEN:

A Profile of a Minor Race

by Peter R. Rogan **illustrated by Janet Aulisio**

World Log

System
Name: Zaniah (Eta Virginis)
Number of Class M Present: 1
World Name: Orodanga
Position in System: 3
Number of Satellites: 2
Planetary Gravity: 1 G
Planetary Size:
Diameter: 12,000 km.
Equatorial Circumference: 31,000 km.
Total Surface Area: 450,000,000 km.^{2}
Percent Land Mass: 72%
Total Land Area: 350,000,000 km.^{2}
Planetary Conditions:
Length of Day: 28 hrs.
Atmospheric Density: Terrestrial
General Climate: Desert
Mineral Content
Normal Metals: 96% Radioactives: 23% Gemstones: 8%
Industrial Crystals: 44% Special Minerals: 7%

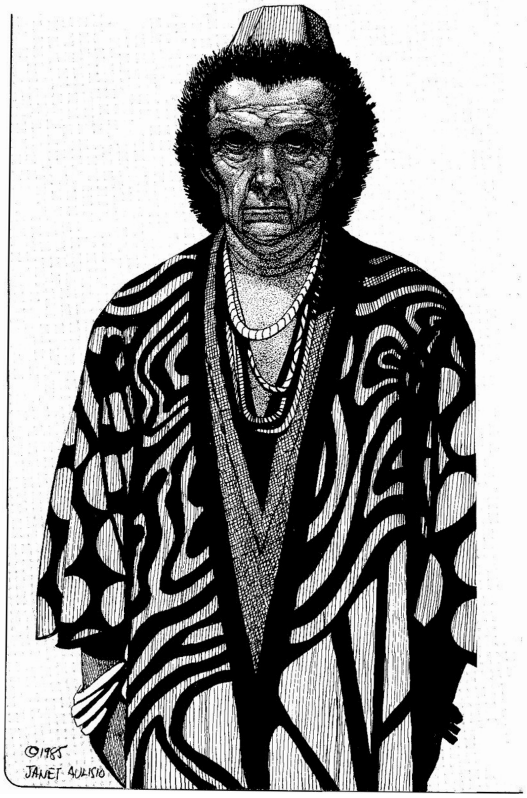
Life and Civilization Log

Technological Index
Space Science Index: 7 Physical Science Index: 8 Engineering Index: 8
Planetary Science Index: 9 Life/Medical Science Index: 5
Psionics Index: 1
Sociopolitical Index
Social Science Index: 7 Cultural Attitude Index: 8

Planetary Trade Profile

Foodstuffs & agricultural goods: G
Normal minerals and raw materials: A
Radioactives and special minerals: D
Drugs & refined medical agents: E
Low-technology manufactured goods: A
Medium-technology manufactured goods: C
High-technology manufactured goods: E
Luxury items: A
Population rating: (D)

★



Here and there in the Federation are races that have not developed spaceflight on their own but who are nonetheless full Federation members and citizens. One of these, the Dayen, are typical of the so-called 'minor' peoples of the Federation.

In appearance the Dayen are humanoid, with an average height of about 115 centimeters (about 3′9″) and an average mass of 45 kilograms (around 110 pounds in a one-G field). Their skins are typically a rich metallic bronze in color, possessing a natural luster that makes them seem actually shiny, as if they were of polished metal. Their features are quite regular by human standards, save for a somewhat more bulbous nose, and a tendency to facial skin-folding and wrinkles at a relatively early age. The average Dayen lives about 75 solar years; females tend to live a little longer. Hair colors vary from deep black to a dull brown and an extremely dark red, that looks brown unless under a strong light. Their eye colors are dark, with an occasional bronze showing up.

The Dayen homeworld is called Orodanga, third of seven around Zaniah, the star Eta Virginis. It is more than 72% land area, with small and mostly-narrow seas of high mineral and salt concentrations ringed by ancient rounded mountains. The coastal strips, where the majority of Dayen live, are heavily populated and intensively cultivated. Beyond the mountains lie the planetary upland plateaus, nearly 2,000 meters (6,500 feet) higher than the coasts, a flat and arid region with little rainfall or vegetation. Visitors from Earth's Australia have compared these plateaus to the bleak but striking gibber deserts of home. The only habitations found here are mining encampments and exploration camps, many like miniature cities rising from the waste, built of metal and stone with a carefully-cultivated strip of green around them.

At one time in Orodanga's past primitive tribes of nomads roamed the arid interior, but even they clung mostly to the slopes of the mountains where sparse grazing could be had, and nowadays they are all but gone. Dayen civilization began on the relatively richer and more fertile coasts, and though it has spread to the mountains it has not gone past them. From the tropics to the edge of the arctic zones the shores of the Ayusan and Hyrian Seas are thick with compact Dayen cities, their efficient gigantic farms and carefully-managed parklands and wilderness, but once over the mountains the light of civilization fails where the lifeless plateaus roll endlessly to a dead horizon.

The major spaceport is by the city of Mossaben, 'the jewel of Orodanga.' It lies on the east coast of the Ayusan Sea on the beautiful Colaten Peninsula, and has been likened to a San Francisco with a better climate. Its gleaming metal towers are home to more than four million Dayen, the largest city on the planet. Its facilities for offworlders are excellent, from hotels and specialty restaurants to the trade exchange, and include museums of Dayen art and technology geared for foreigners with translators, audio-visual aids and hands-on exhibits. Most of the major Dayen engineering firms have offices here; the company that does not probably has a mobile headquarters somewhere in space.

Dap, like Mossaben, is a major city on a peninsula, and unlike its neighbor to the north, has a hilly topography and a more rounded and domed architecture. Its climate is clearly tropical, and frequently rainy — it is, in fact, the rainiest city on a water-poor planet. It is the foodbasket for the world, close to the southern farmlands and possessed of a superior transportation system of rail, seaborne, and gravitic haulers. For all that Dap, like Mossaben and most other Dayen cities, is still a major manufacturing center. Its transport system brings metal out of the deserts to factories here and elsewhere across the planet.

Visitors to Orodanga who do not come entirely for business may find the islands of the Gurud Archipelago, in the Ayusan Sea some 700 kilometers west of Dap, a very pleasant and surprising place. Once the seat of an ancient seafaring nation, now a verdant chain of resorts and private estates, the Gurud Islands offer Dayen and offworlders a chance to explore ruins, wander in primeval (and scarce) forests, and even venture to sea in Dayen skiffs, called *dafu*. Halfway around the world, on the west coast of the Hyrian Sea, the Venian Peninsula presents a quite different scene. In the temperate zone of the southern hemisphere its evergreen forests and snowcapped mountains stand inviolate, a last bit of pristine Orodangan wilderness. Aside from some little fishing, most of it out of the nearby port city of Calber, the Venian Peninsula depends entirely on tourism and some carefully-supervised forestry to support its sparse population. It was here that Terrestrial enthusiasts established the first Dayen ski resort on Uilam Gng — the Golden Mountain.

Aside from these few places, most of Orodanga is a workaday place, its cities given to manufacture of technological goods, mostly for export. Its pleasantly populous coasts, intended for the use and enjoyment of a race that likes crowds, can be a little hard to take after a time. Even the Dayen feel it, occasionally, which is why there is tourist trade and private settlement on the upland plateaus. Far north on the massive Malak Plateau is a brackish but sizable body of water called Toka's Sea. It was semi-legendary until discovered by an overland expedition only three centuries before. Out on its surface giant factory complexes extract industrial chemicals from the brine. On the shore, here and there, are encampments of people seeking to get away from it all as few people have. For the truly adventurous there are even escorted—and some unescorted and unauthorized—tours of the interior. Most of the dry expanses of the Malak and Rata Plateaus are legally, theoretically, possessions of the ancient nations across the coastal mountains, but in fact they are nearly totally empty tracts devoid of life and even of geologic features. Yet here and there are exceptions, starkly alone in the wastes: a scrub bush, a forgotten skeleton, some tiny sign of life gone or still struggling to live. On the desiccated plateaus, so like a different and dead world, there still are the rings of craters left over from the primordial meteoric bombardment.

Perhaps the best way of describing the desolation of the upland plateaus is to mention that, just three years ago, another secret and illegal Tellarite mining camp—abandoned many years before—was found out in the open far from the mountains, and it is not expected to be the last.

For Orodanga's claim to fame is its great wealth in metals, most but not all of them found on the upland plateaus. Metals and metallic salts lie heavily on the planet's surface, and even in the tissues of its plants and animals—and the Dayen. Without processing, Dayen foodstuffs would be poisonous to offworlders; most food imported to Orodanga, a large part of the Dayen diet, must be 'fortified' with metals to make it nutritious. Even the surface water contains metallic traces, and the seas are so metal-heavy that the average offworlder can float easily in them. The seas are fairly good conductors of electricity, too. A lightning-strike many miles away can incapacitate or even kill a non-Dayen swimmer; seawise Dayen keep a wary eye on the weather and keep close to their boats. This wealth in metals attracted illegal miners once, and it has always been a major factor in Dayen technological progress.

"People should deal with the Dayen frankly and directly....try to bluff them, and they'll treat you like an unmannered and rude slob."

When first contacted by the Federation, Stardate 1/0205, the Dayen had only recently discovered interplanetary spaceflight, and were in the process of exploiting the worlds of their own planetary system. They were a little disconcerted to find they were only decades behind other races in producing a faster-than-light drive. Their culture and technology were only slightly behind those of the human race, but their population, being smaller, and their basic drive to perfect existing technology, made it uncertain how soon in fact they would have developed interstellar flight on their own. A later Federation would have put the Prime Directive over the Dayen and let them figure out their own fate. But when Orodanga was first contacted, no one understood this race was just a little behind the rest of the Federation technologically, and no one anticipated the effect the importation of technology would have on the culture.

For many years after contact Orodanga was a major industrial world of the Federation, and a memorial stands in Mossaben near the spaceport commemorating their contributions during the Romulan War. By the middle of the twenty-second century, Orodanga no longer had this status. Its technological development had stalled, either through the importation of Federation technology, which was copied, or else the basic process of contact had stopped all desire to advance Dayen technology through an unknown mechanism. Save for specially-contracted goods, Orodanga possesses much the same level of technology it had when first discovered. More disturbingly, it is not clear, even now, whether this halt in technological advancement is permanent. Worlds develop industry at varying rates, some slower than others; it is feared that Orodanga's rate was so slow, its progress so delicate, that Federation trade may have stopped it entirely.

For all this worry, the Dayen have managed to remain a potent industrial force in the Federation on the strength of their mining and extractive engineering technology, which remains among the best in the Federation.

The Dayen have become famous as mining experts of the first water. 'It'll take a Dayen to dig it out' is a rueful tribute to their ability to find and remove mineral wealth from anywhere at all. When oil was first discovered at a depth of 30,000 meters, Dayen engineers found a way to get it to the surface without an explosion or fire. The Tellarite-built Massteroid Masticator uses Dayen space-mining technology to harvest industrial-grade ore from asteroid belts. It is hard to find a mining venture anywhere in the Federation that does not have, or did not consult, a Dayen engineering team.

Still, the Dayen remain sensitive to being regarded as a 'second-class' race because of the lack of technological advancement on their homeworld. They avoid discussing the topic as much as possible; there seems to be little they can do personally, and if their mining expertise cannot speak for itself, well, there's little enough else to say about it.

When by themselves, or not made to feel self-conscious, the Dayen are a vital and energetic people. Their language has many hand gestures used for emphasis and, if it is not musical to human ears, it nonetheless has the busy rhythm of a bubbling brook. When not at work, where they wear overalls, T-shirts or spacesuits as required, the Dayen show a fondness for color and pattern that is just a little short of riotous. The usual formal garb, for the men, is a jellaba-like shirt, with an open V-neck and large sleeves reaching just below the elbow. These come in many patterns, colors and lengths; most are strong in reds, yellows and blues, with intricate designs running parallel to the neckline and extending the V-shape to the hem, which is usually between waist- and knee-length. Shorts and open sandals complete the costume, with a truncated-cone hat, very like a fez and usually dark red, which is worn indoors and out. Dayen women tend towards much simpler dress in color and pattern, when they are not at work; they wear a simple belted tunic or a wraparound like a sari, usually of a single color with an occasional simple muted pattern, and the universal sandals. Women may wear earrings sometimes, small and simple ones. Dayen males tend to wear much more jewelry, including necklaces, bracelets, rings, and, among the upper classes, earrings and brooches. A Dayen with a gem set into his fez is a high-ranking man, indeed.

Socially the Dayen are monogamous, though there is a polygamous sect called the Menuu that is an accepted—or tolerated—minority. They have extended families and live, when they can, in large homes with as many as four generations under one roof. Dayen households are noisy but rarely boring. They are fond of friends, and music, and conversation, and prefer a large social gathering to almost any other form of amusement. Public entertainment among Dayen tends to be a boisterous and conspicuous affair, but a great deal of fun for the non-stuffy.

The typical Dayen's life is usually very active, highly social and riddled with proprieties and religious obeisances. From childhood he or she is expected to recognize and know all their relations, their schoolmates and their neighbors by name and degrees of relatedness. At adolescence, the young Dayen are separated by sex and remain separate until marriage. The Dayen concept of 'separate' is not the human one; it means either a teenager is with a group all of the same sex, or a mixed gathering with at least one adult couple chaperoning. Both sexes are urged to complete their educations, get married and start a new household or at least add themselves to an existing one. It is not unusual to see husband-and-wife teams, often several of them part of a single clan, go into space to work together. Dayen men may do the negotiating and the 'front work' that most people see, but the Dayen engineering team, which may be a large family working together, is always more people than it seems. It is a mistake to think that Dayen women are not equal partners in the work—and the reward.

The Dayen family structure insures a contented life for every Dayen save the very unfortunate or the outcast. The very aged, who are encouraged to be active in the education and upbringing of the youngsters, stay with their chosen clan as long as they choose to honor them with their presence. The clan that drives off an elder has made itself an object of scandal. Yet many older Dayen, male and female, can be found putting their knowledge to work on an engineering team just like their younger co-workers—or children, or grandchildren, as is often the case.

The Dayen have only a few shortcomings, as a race. They do not trust outsiders who are not able to comprehend the cozy-claustrophobic Dayen social world, or understand the easy familiarity that exists between all Dayen regardless of social standing. They are very uncomfortable with unfriendliness, which they quite literally don't know how to deal with, and if they feel they are being left out of business that is rightfully theirs they will complain, and bitterly. They will cut themselves off from people, paradoxically, whom they feel are not being fully open with them. They have a hard time understanding the concept of 'formality' or 'dignity'; their buddy-buddy way of doing business has no need of such things. Their approach has won them many friends in places like Texas. They do not comprehend Vulcans at all, and cannot understand why other people put up with them when Dayen can design machines that could work just as well in their place without being confusing. They are also fond of chatter and argument; perhaps a single Dayen would be outgunned by a Tellarite but since the Dayen are fond of (and used to) arguing in groups, no one Tellarite can stand up to them.

Medically the Dayen, in spite of their long association with mining and manufacturing, have a surprising sensitivity to many chemicals. This may be due to the high proportion of metals in their bodies. They are very sensitive to alcohol, and a dose that a human might ingest with no ill effects, can make a Dayen roaring drunk or knock him unconscious. Drunkenness is unknown among the Dayen save as a pathological condition, a precursor to shock, coma, and death. When they do drink socially (and Dayen drink no other way), they do so in extreme dilutions. They also have a high intolerance of certain hydrocarbons, and when working around petroleum they must wear protective suits against vapors or stray splashes, which can be toxic to them. Aspirin, to Dayen, is a systemic poison. Dayen cannot tolerate tobacco or strong smoke, though for the sake of being friendly they will stay in the presence of people who do. They will cry, however, when they have to do this, and this seems to upset other people.

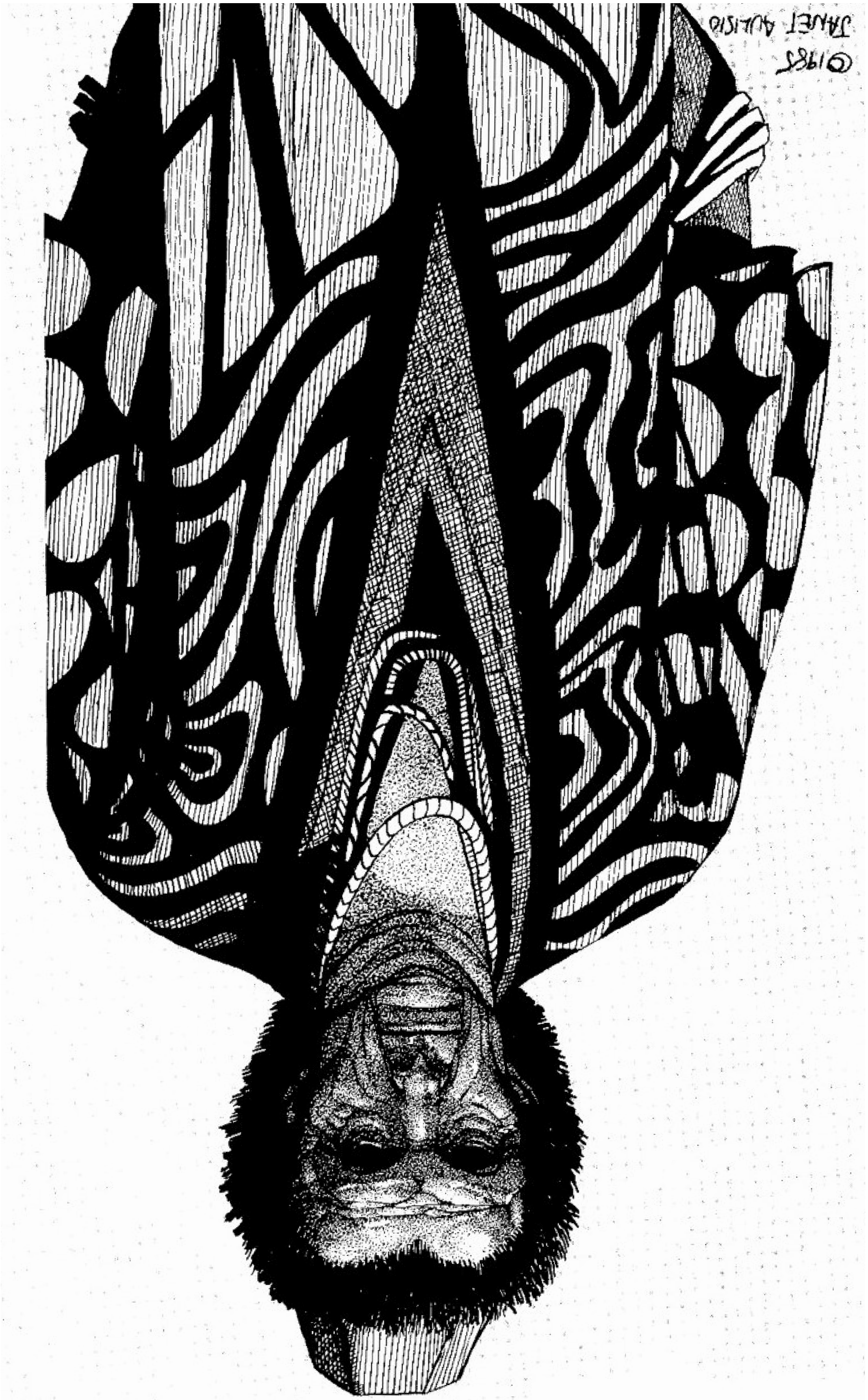
For all their openness the Dayen are sensitive, extremely so, about some things that they will not willingly discuss in public. Family disputes have no public forum, for instance, though an individual may complain around them. They may debate the question of their homeworld's 'backwards' technology heatedly, but they would rather not. Some questions about social life and family concerns and relations are just not brought up, and will not be answered if asked. They cannot understand criticism of their social order, and if someone is foolish enough to do so, they had better be prepared to be gang-argued about the value of privacy and of having some concern for others.

One common conversational mistake people make in talking with Dayen is to assume that they are sensitive about their height. They are not; they tend to think other people are far too tall, and look funny, too. The casual, thoughtless remark about their stature is likely to bring a quick retort about the altitude of the speaker. Dayen may have the largest collection of 'tall' jokes in the Federation, and absolutely no compunction about using them. But the person who meets them, and tiptoes around their shortness, is likely to be bombarded with hostile questions: What's bothering you? Why won't you say? What're you hiding?

People should deal with the Dayen frankly and directly. They appreciate it, expect it, and they'll respect you for it. Try to bluff them, and they'll treat you like an unmannered and rude slob.

Dayen are a complex and individualistic people, a colorful and intriguing race of the Federation, 'minor' or not. They are not often seen; they made one brief appearance in "Journey to Babel" when two of them pushed under some taller delegates to get to the refreshment table. That's largely been it. But, now that their story's been told a bit, they might be seen a little more frequently.

Three pages of blah blah, one fine ink drawing and not one Attribute modifer to make them playable. Thanks, FASA.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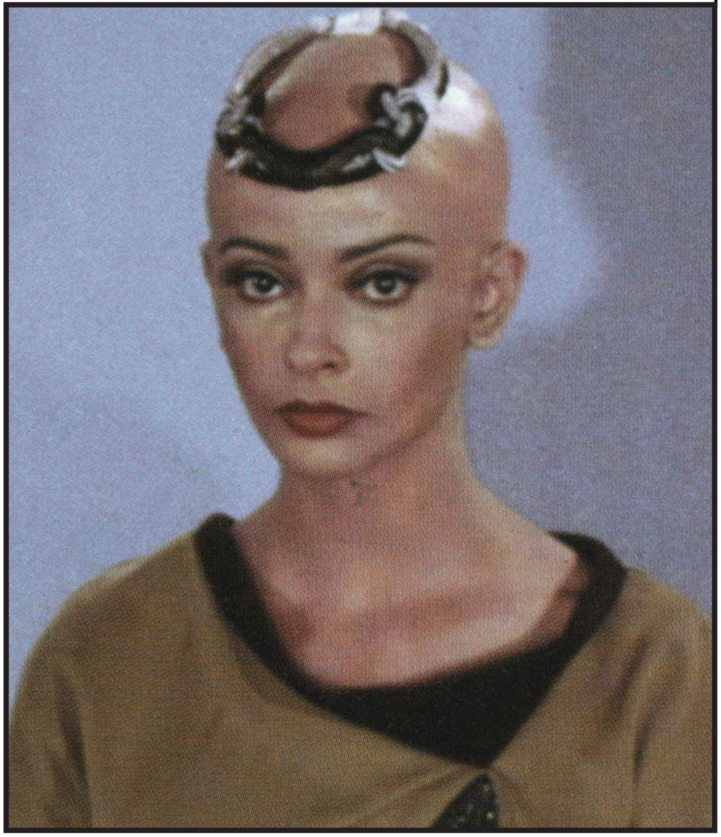
JANET AULISIO

DELTANS

World Log: DELTA IV	
System Data	
System Name:	Delta Principus
Map Coordinates:	0.12S 1.02 E
Number Of Class M Present:	2
Planetary Data	
Position In System:	IV
Number Of Satellites:	7
Planetary Gravity:	.95g
Planetary Size	
Diameter:	15,000 km
Equatorial Circumference:	47,000 km
Total Surface Area:	706,900,000 sq km
Percent Land Mass:	60%
Total Land Area:	375,000,000 sq km
Planetary Conditions	
Length Of Day:	20 hrs
Atmospheric Density:	Thin
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	550%
Radioactives:	15%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Deltan
Technological/ Sociopolitical Index:	988767-87
Planetary Trade Profile:	ABABCCB/B (C)



PLANETARY DESCRIPTION

Delta IV is a particularly lush Class M world. As its star, Delta Principis, is a blue giant, the planet is bathed in soft blue light. Delta's soil is unusually fertile, and plants from all over the Federation have adapted quickly to the Deltan climate.

RACIAL DESCRIPTION

Deltans are a fairly recent addition to the Federation. Averaging 1.7 meters high with a medium to slim build, these humanoids' most noticeable physical feature is their natural baldness. Although roughly equal to Humans in strength, intelligence, and dexterity, they are somewhat less lucky, more psionic, and more charismantic. This high level of charisma is a direct result of Deltan mental powers.

Deltans are basically sensualists, being primarily motivated by intense physical experiences. According to their religion, existence is a chain of experience, and life is simply a single link in that chain. No one knows what is at the end of that chain or even what the next link of the chain will bring. Life is experienced only once, and the individual must gather as much experience as possible before proceeding to the next step of existence. Once the individual has passed beyond life, the chance to experience many things will be lost forever. Most Deltans choose to experience pleasure to its fullest intensity, but some actually prefer the experience of pain. Neither path is considered less or more by Deltan society.

Deltans almost always travel in groups of two or more because of their need for close relationships. These relationships involve a level of initimacy so intense that Humans could not survive it. Because of this, Deltans keep themselves emotionally separated from Humans, making them seem cold and aloof. Most Humans find this puzzling, as general beliefs about the Deltan way of life suggest the opposite.

RACIAL HISTORY

During the early centuries of Deltan civilization, the people thrived on the plentiful food and the cool, temperate climate of the planet. Eventually, overcrowding began to mar the otherwise comfortable Deltan lifestyle. Cities housed over 30 million people, and the Deltan's primative waste disposal system only added to the problem.

Eventually, a new and deadly virus developed and spread like wildfire throughout the population. Before they could lean how to combat it, the plague had claimed over 20 billion lives, about 90 percent of the Deltans.

The few scattered survivors were devastated. Being so accustomed to the crowded life of the past, they banded together in groups, forming close attachments to one another. Coupled with their natural intensity of experiences, they soon became extremely dependent upon these intimate relationships.

Aside from the obvious impact on the population, the plague had a major effect upon Deltan society and philosophy. Deltans put a great deal of effort into scientific study and advancement, believing that the disaster would have been averted had their scientific knowledge been more advanced. The event marked a rapid rise in Deltan technology, which has become superior to the Federation standard in some ways.

After the disaster, Deltans decided to control the propogation of their race, but with out losing their necessary high level of intimacy. Eventually, they began to rely more and more on their empathic powers to intensify their experiences. The following centuries were mercifully calm, allowing the Deltans to concentrate on psionic and technological developments.

A few hundred years after the great plague, the Deltans developed space flight. Shortly after that, the Federation starship *USS Austin* discovered the planet Delta and, consequently, the power that the Deltans possessed over Humans. After an incident involving the death of one of the *Austin*'s officers, a quarantine was placed on Deltan space, and no vessels of any kind were allowed to enter the region until the problem could be overcome. Realizing the fragility of Humans, the Deltans made an agreement to refrain from having any sort of intimate relations with Humans.

PLACE IN THE FEDERATION

For a long period after Delta IV joined the Federation, Deltan and Human contact was kept to a minimum. Eventually, however, Humans learned to cope with the attraction, and Deltans learned to muffle their effect on Humans. Still, this control is fairly short lived, and so Deltans tend to keep themselves away from Humans and close to their own kind as much as possible.

Deltans can usually be found serving as diplomats or in Star Fleet. Deltan diplomats wear an ornamental turban signifying the individual's mastery of his empathic emanations. The ornament is made of either gold or silver and is worn whenever in the presence of Humans. Deltan diplomats must have a high degree of empathic control, as the effect of their emanations would cause tremendous complications in planetary relations.

Deltan members of Star Fleet are found almost exclusively in science or science-related fields. These include the navigation, engineering and medical branches. Because of their dedication and business-like efficiency, Deltans almost always excel in their jobs. Much of their drive comes from their desire to expand the limits of scientific knowledge.

No matter what their jobs, however, Deltans are often a prime choice for landing party detail, as their desire for physical experiences gives them a keen sense of awareness. Most Deltans enjoy investigating new planets because such assignments present the opportunity for a new experience. To help prevent shipboard problems, Deltans wishing to join Star Fleet must take an oath of celibacy that applies toward Humans.

DELTAN PSIONICS

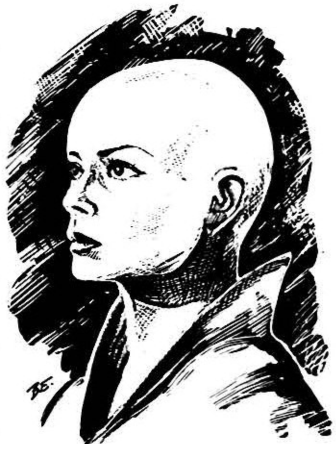
The Deltans have developed four psionic talents. Although different form Vulcan psionics, these are nonetheless powerful. Their mental powers are based on empathy, which is the transfer of emotions from one being to another.

The first mental power is actually more a byproduct of the Deltan's empathic capabilities than a power. It influences Humans of the opposite sex, making the Deltan seem extremely attractive and desirable. The strength of this emanation varies between Deltans, but is often very powerful. Though Deltans can to control this power, to suppress it requires great concentration and constant contol. Only those with high psionic ability can maintain control for a long period of time.

The second empathic power is very similar to the first. By touching another being, the Deltan can impart to him a high level of awareness and sensitivity. This power cannot be controlled, as it continually flows through the body. Any physical contact with a Deltan causes a tremendous surge of physical awareness, rivalling the effects of many stimulants.

The third power is an empathic link shared between a Deltan and his mates. A Deltan can establish the link at any time, and it remains in effect until 'shut off' by either the sender or receiver. Through intense concentration, a partner may transfer the emotions that he is experiencing to the other. The Deltan receiving the emanations can actually identify people and events by the exact emotional reaction felt by the sender. Though this process is similar to a Vulcan mind probe, the person receiving has no control over what he receives. The range of this link is not known to non-Deltans, but it is generally believed to extend for thousands of miles. Breaking this link requires a great deal of effort, but is even more traumatic for one not prepared for it.

The final Deltan power is more a mental discipline than an empathic ability. This mind-over-body control can be used only once, as it effectively shuts down all bodily functions. A Deltan might employ this ability if he no longer desires to face further experiences, or if he wants to feel the 'ultimate experience'. As Deltans are an experience-oriented culture, very few Deltans practice this discipline.



World Log: EDO

System Data	
System Name:	Epsilon Minora
Map Coordinates:	0.15N 4.11W
Number Of Class M Present:	1
Planetary Data	
Position In System:	III
Number Of Satellites:	1
Planetary Gravity:	.85g
Planetary Size	
Diameter:	8,520 km
Equatorial Circumference:	26,850 km
Total Surface Area:	228 050,000 sq km
Percent Land Mass:	40%
Total Land Area:	91,000,000 km
Planetary Conditions	
Length Of Day:	22 hrs
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	50%
Radioactives:	Trace
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Edoan
Technological/ Sociopolitical Index:	766688-67
Planetary Trade Profile:	BBCBBBC/B (C)

PLANETARY DESCRIPTION

Edo supports few mountains and many cities, though none seem to be very large. Garden-like jungles dominate the planet, and few large animal species seem to exist. Edo itself is an industrial paradise; an abundance of metals on the surface of the world make manufacturing easy and quick.

RACIAL DESCRIPTION

Edoans are humanoid in appearance with light orange skin. Their most striking feature is their fully manipulative third arm, located in chest area, and their three legs. Their eyes are a darkened yellow that becomes lighter in bright light. Their bodies seem to lack any noticeable amount of body hair.

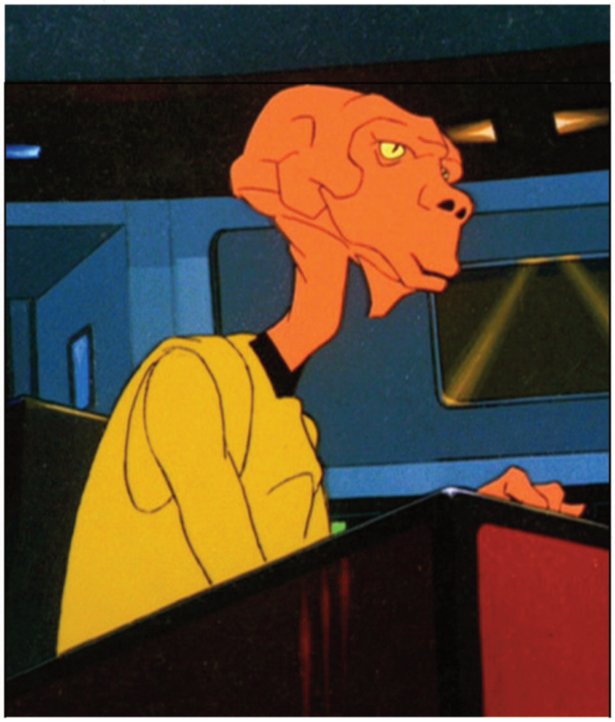
The most impressive feature of the Edoans is their fantastic skill as artisans. Their tripedal design gives them a much better sense of balance than other beings, and they seem to have a higher dexterity in manipulating objects. This ability allowed them to reach a tool-making level superior to that of the Federation. Today, Edoan tools are considered state-of-the-art Federaton technology.

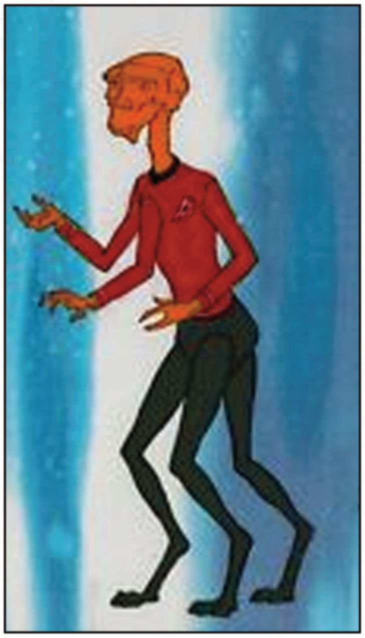
Edoans have little desire to go into space. With all their vast resources and skills, they prefer privacy over exploration. Those members of the culture with the urge to travel were called "shravs" or the wanderers. Edoan society does not discourage such inclinations. Shravs are considered 'different', but are free to follow whatever course they desire, as long as it does not interfere with the privacy of others.

The Edoans are a more recent addition to the Federation. They walk upright and have some resemblance to Humans, but are tripedal; possessing three arms and three legs. Their skin is orange and hairless. They have round yellow eyes and a concave structured head.

Edoans are among the best toolmakers in the Federation, due to their sensitive hands and great dexterity. They are meticulous about detail and make good scientists and technicians.

The Edoans are reserved and prize privacy. They tend to be shy and introverted, making few close attachments.





RACIAL HISTORY

Star Fleet discovered the planet Edo relatively early in the history of the Federation, but the admission of the planet to the Federation took many long years.

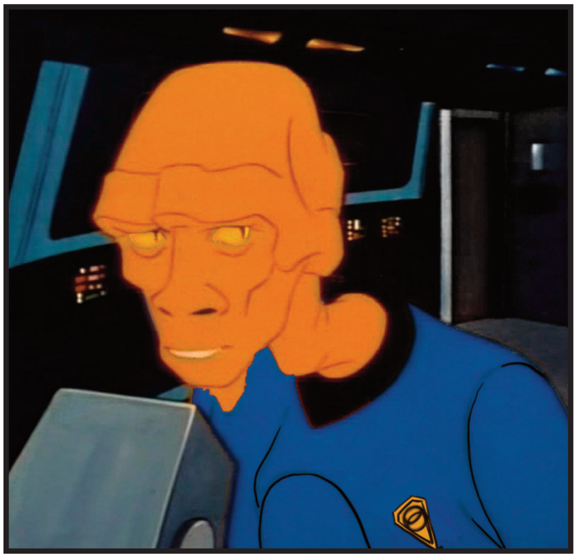
Initial surveys of the world in Stardate 0/9305 indicated an intelligent humanoid life form and civilization. As reports filtered in from the contact vessel *USS Cape Horn*, the Federation became anxious to make contact with the Edoans. Although scans showed signs of advanced communications, attempts to contact the leaders of Edo brought no response. Apparently, the Edoans were content to ignore the Federation.

After several long months of communications by voice only, the Edoan government finally granted ambassadors from the Federation the right to meet face to face with the Edoan ruling council, the Regency Prime. The Edoans were more than friendly toward the UFP diplomats, but had no strong interest in joining the Federation. They proved to be a very private people, expressing a strong desire to restrict any contact with the Federation to communication systems only. The Regency Prime agreed to limited trade with the Federation, but contact with Federation members was still going to be kept to a minimum.

The Federation Council had more than a passing interest in the Edoans, and wanted Edo admitted to the Federation as soon as possible. However, diplomats could find no way to rush the Regency Prime. The Edoan government meticulously weighed out each option and the outcome of each option before acting. Many Federation ambassadors that met with the Edoans were frustrated by these sorts of delays.

In Stardate 1/5003, the first of the shravs left to explore this open universe. The Federation saw this as a positive step toward membership, and these first explorers were shuttled about at Star Fleet's expense. The shravs made frequent reports to the Regency Prime describing the different things they saw and experienced.

Finally, on Stardate 1/8001.01, the Regency Prime voted to join the United Federation of Planets. This decision came as a total surprise to the Federation Department of Interstellar Relations, which had nearly reached the point of considering Edoan admission a lost cause. The people of Edo opened up certain areas of their world to Federation travelers, and more shravs left Edo for Federation universities and colleges, including Star Fleet Academy.



PLACE IN THE FEDERATION

The Four Years War exposed Edoans to violence, a distasteful concept in Edoan society. Edo had not experienced warfare in many long centuries, and the conflict with the Klingon Empire discouraged many shravs from careers with Star Fleet. Although they constructed various tools that revolutionized Federation technology, Edoans refused to manufacture any sort of weaponry for the war effort. They did supply a great deal of manpower for the war, and many hundreds of Edoans left their cherished privacy to enter the ranks of Star Fleet in this time of need.

Sometimes incorrectly referred to as Saurians, the Edoans are a race of peaceful, sentient reptiles who have dedicated themselves to the fine arts of mathematics and wine production. Edo is a densely populated jungle planet that, paradoxically, produces some of the richest wine in the Federation. Many experts consider Edo's Saurian brandy to be among the finest vintages on the interstellar commodities exchange. Edoans have contributed significantly to specialized areas of mathematics such as subspacial geometry and four-dimensional calculus. Edoan scientists are noted for their accuracy and dedication. Within Star Fleet, Edoan navigators are second only to the Medusans in ability.

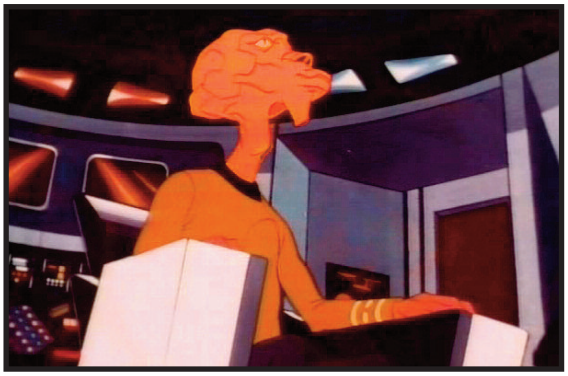
Izaran

The most fiercely independent of all Federation cultures, the Izarans are descendents of one of the joint Human-Centauran colonization efforts made in the early days of interstellar exploration. Today, Izar is a self-sustaining member of the Federation. Izarans prize personal liberties above all other social or political considerations. Though peaceful by nature, they are not above fighting for a just cause. Izar has produced some of the finest military leaders in Federation history.

Edoans have proven very loyal to the Federation. Indeed, they are considered prime candidates for command positions due to their calmness and loyalty even in the most difficult of situations. The Edoans' impressive agility allows them to master the helm or navigation stations of a ship easily, though many prefer to use their skills in the science and engineering areas.

The importance of privacy is one of the Edoan's fundamental beliefs. They will do almost anything to divert attention from themselves. Unfortunately, their outward appearance does not allow them to blend into a crowd. They rarely speak out publicly against an issue, but will quietly vote against it.

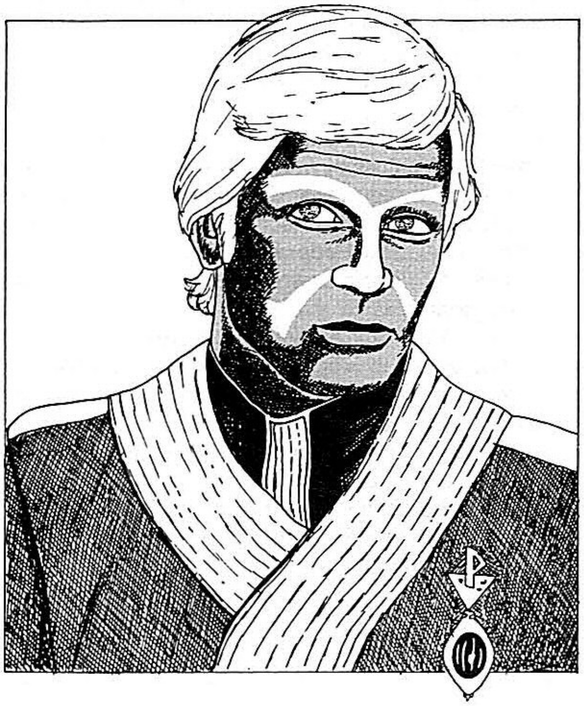
In the last 20 years or so, many of these seekers of privacy have left Edo to explore the Federation. Emigration has increased over the past decade at an alarming rate, and it is expected that the Regency Prime may soon limit the number of Edoans who can leave Edo.



EFROSIANS

World Log: EFROS

System Data	
System Name:	Flarset
Map Coordinates:	0.78S 6.26E
Number Of Class M Present:	1
Planetary Data	
Position In System:	IV
Number Of Satellites:	2
Planetary Gravity:	1.1G
Planetary Size	
Diameter:	14,300 km
Equatorial Circumference:	45,000 km
Total Surface Area:	642,400,000 sq km
Percent Land Mass:	36%
Total Land Mass:	231,000,000 sq km
Planetary Conditions	
Length Of Day:	29 hrs
Atmospheric Density:	Terrestrial
General Climate:	Arctic
Mineral Content	
Normal Metals:	46%
Radioactives:	17%
Gemstones:	8%
Industrial Crystals:	9%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Efrosian
Technological/ Sociopolitical Index:	988867-86
Planetary Trade Profile:	EDDBCDE/B(B)



PLANETARY DESCRIPTION

The name "Efros" means "ice" in the Efrosian tongue. The planet is a cold, harsh world that only in the last thousand years emerged from a millenia-long ice age. Few native animals live on Efros, as the climate makes it extremely difficult for plants to thrive. However, the abundance of metal on the planet makes it valuable nonetheless.

RACIAL DESCRIPTION

The Efrosian are among the newest members of the Federation, having first been contacted only eight years ago. There is some evidence suggesting that the race did not originally evolve on Efros. Perhaps the Efrosians are yet another of the races that the Preservers seeded throughout the galaxy.

The most striking feature of the Efrosians is the sculptured look of their facial features. This particular development was the result of exposure to the cold, harsh winds of Efros. Although the primitive Efrosians wrapped their bodies in warm furs, they neglected such protection for their faces. As a result, the fierce winds scorched their faces, and later generations developed thick layers of fatty deposits beneath their facial areas. Thus were their faces protected from the harsh, cold winds, and the feature has become an inherited racial trait.

Another distinguishing mark of Efrosian physiology is the difference in coloration between the sexes. Efrosian males all seem to have fair hair and complexions—some almost look like albinos. On the other hand, Efrosian females are usually raven-haired. Studies have not yet indicated if this is the result of selective breeding early in Efrosian history or if it is some natural phenomenon. It is interesting to note that giving birth to a boy with dark hair brings shame upon a family. To most people, such a male's coloring brands him as a female.

RACIAL HISTORY

While the ice age raged across the surface of their planet, the Efrosians' technological and social development was minimal. They remained in close-knit tribes, and subsisted on animals that they could bring down with stone knives and spears. Once the massive glaciers began to break, both technology and unity swiftly developed.

The most esteemed individuals of the tribes were the warrior-priests, respected not only for their prowess as warriors, but also for their abilities as great healers. The greatest of these warrior-priests was S'skotomz, who brought the entire planet under his benevolent rule, and who is still revered today. Although the warrior-priests ruled Efros as a religious oligarchy, technological development did not suffer (as it often has under religious leadership elsewhere in the galaxy). On the contrary, the warrior-priests' technology and invention would better life, preserving and furthering what was so precious to all Efrosians. As the climate warmed somewhat, the Efrosians discovered previously hidden energy and mineral resources that boosted their technological progress.

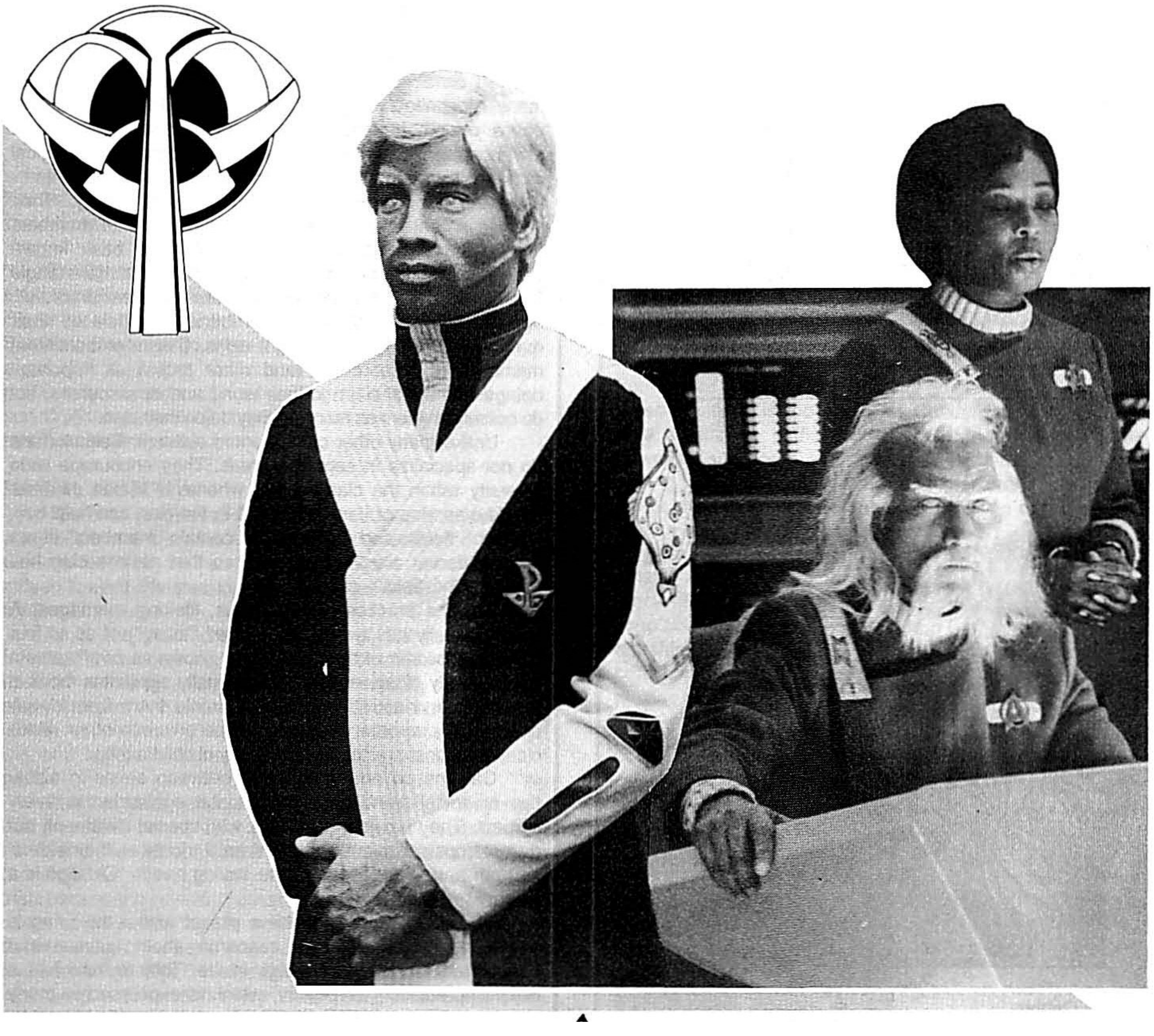
By the time the Federation discovered them, the Efrosians had developed radio telescopes and atomic power. It was the Vulcan-crewed *USS Surak* that first detected the presence of an intelligent race on Efros. The Efrosians were overjoyed to learn that there was an abundance of intelligent life in the universe, both like and unlike themselves. They accepted the Federation's offer of friendship, and joined the UFP soon afterward.

PLACE IN THE FEDERATION

Although not widely known throughout the Federation, many Efrosians live and work as teachers and philosophers on other worlds as part of cultural exchanges. Efrosians serve in Star Fleet as well, especially many of the lower-grade warrior-priests. Navigation, helm, and medicine are the most popular choices in Star Fleet for Efrosians. Warrior-priests perform excellently in medicine because of their innate, almost psychic ability to diagnose intuitively a patient's problem and treat him with minimal medicine or equipment. Because of their abilities and status, Star Fleet allows Efrosian warrior-priests serving in the medical sciences to wear their native priestly finery while on duty.

Efrosians are also very adept as navigators and helmsmen due to their highly developed sense of direction. They seem to have developed this survival mechanism to deal with their world's blinding, disorienting snowstorms; thus, Efrosians are natural navigators. They instinctively know correct courses and can make adjustments to stay on course even without the aid of a computer. Efrosians who do not choose to joint Star Fleet are often pressured to join the Merchant Academy.

The one aspect of Efrosian culture that other Federation members find annoying is the secrecy about their religion. All that is known about Efrosian faith is that it is very esoteric and mystical. Although extremely open and friendly about every other aspect of their culture, the Efrosians guard their religion jealously. They say that it was their religion that helped them survive the ravages of the ice age, and they refuse to even share its principles with others. Fortuntately, most Federation races understand and respect the need for such privacy, and the Efrosians can benignly ignore Tellarite speculation about "child-sacrifice" and "ritual murder".



World Log: S'sgaron

System Data	
Name:	S'sgar
Star Type	K
Coordinates:	
# Planets	13
# of Class M:	1
Asteroid Belt	Y
Planetary Data	
Position in system	5
#Satellites	2
Gravity	1.25
Diameter	16250 km
Circumference	50000 km
Surface Area	637500000 sq km
Percent Land	29%
Land Area	184875000 sqkm
Conditions	
Length of Day	25:00 hours
Atmos Density	Terrestrial
General Climate	Temperate, Warm
Mineral Content	
Normal Metals	54%
Radioactives	Trace
Gemstones	Trace
Industrial Crystals	Trace
Special Minerals	35%
Cultural Data	
Dominant Lifeform	Gorn
Cultural Index	997980-94
Trade Profile	

The Gorn are a reptilian race of warriors. Though battle is not the overwhelming preoccupation with them as it is for the Klingons and Romulans, the Gorn do prize physical strength and endurance over intellect.

The Gorn planets are heavier gravity worlds than Earth, with a harsher climate. Their reptilian bodies have developed harder and more enduring for this reason.

Gorn society, and Gorn individuals, are not given to subtlety. Even Gorn engineering is of the "push hard until it moves" variety. The Gorn do not attempt to be charismatic, preferring to persuade by physical domination.

They consider psionics a fidgety and unworthy discipline, and do not pursue such studies.

Though initial contact with the Gorn led to a violent confrontation (that was abruptly halted by the Metrons—see the episode *Arena*), talks are now progressing slowly, with each side grudgingly (at least on the part of the Gorn) avoiding impingement on the space of the other until border disputes can be resolved.

The Gorn are a bipedal, reptilian-based species with adults standing 2^+m, 7ft tall with individuals ranging to a rarified 9ft. As technologically advanced as the Federation in most ways, the Gorn are unlike all other mammalian species in the galaxy in most other manners.

While Gorn ships are as fast as the Federation's fastest, the Gorn do not go far, preferring speed over distance. An in-system Gorn strike force warping at opponents from all directions at all speeds is overwhelming.

Overwhelming is the operative word for Gorn. When confronted with anything that does not meet their expectations, the response is total and complete with collateral damage everywhere.

While the Gorn can turn on another as fast as anything, they are an exceptionally cooperative species in all other regards. Indeed, no species achieves high-warp technology without societal cohesion.

While the Gorn are cooperative, they are almost completely lacking in empathic responses typical of mammalian lifeforms. The thickness of their skin prevents fine muscle movement that in other species equates to facial and body language cues.

Gorn are asexual with fertilization occurring outside the body in clutches of eggs. With no mating attraction rituals, minimal body language and lack of empathy, the Gorn are CHA deficient even to themselves.

On the other hand, negotiations are more straight-forward and factual with little pretense as the Gorn will tell you what they want and what they are going to do about it. Gorn traders are similar when it comes to barter.

As to merchants and traders, Gorn society does not have a profit mentality. Every Gorn has their place in society with each contributing what they are supposed to and when. Most all production is on the localized level with there being no equivalent to a Federation Conglomeration of business interests.

Gorn are a very highly ranked and regimented society, all roles are equally valued. While the weakest are killed in the earliest years, the weak in later life are seen for their utility, with every Gorn passing through phases of service to the whole.

The Gorn are long-lived. Development and maturation is relatively rapid with a long lifespan following. Gorn are hatched in nurseries where survival of the fittest is the first rule of life. All Gorn are equal throughout development and are guided to their best abilities and use to society. Always going with the strengths is the underlying theme.

Education is strong and continuous. Gorn do not have the concept of 'leisure'. There is do and there is not doing. Gorn distract themselves with sports, personal combat of both physical and mental levels as well as learning more of what they know or learning about what they don't know. All levels of society are equally important, so education is spread across all areas to everyone.

All younger Gorn go through the military space service. Those surviving go on to various industry where needed based on their skills.

As Gorn age, they move from more active to passive activities such as bureaucracy. The oldest of Gorn end their days in retirement on warm beaches.

While it might seem the Gorn prize physical hardiness, in fact the Gorn prize physicality put to best use by mentality. Gorn machinations are just as likely backed with extreme cunning and planning as they are with brute force.

"Push until it breaks, smash until it works." Brute force also best describes the Gorn philosophy of the overwhelming reply.

Nevertheless, Gorn scientists independently discovered the space warp, have developed shield and weapon technology equal or better than the Federation and likely have other advanced technologies unseen.

While there have been scattered encounters that were likely with the Gorn, the first official contact is with Earth Colony Cestus III who were obliterated as invaders.

Gorn are highly territorial. While the Gorn have had Warp capabilities for as long as the Federation, the Gorn have taken far less space. This reflects several aspects to their mindset.

One is the quick, reptilian strike. The Gorn would rather have overwhelming reply delivered with immediate fashion. As previously mentioned with a Gorn swarm of ships, the results are equally devastating.

The Gorn also thoroughly consolidate their holdings before gaining more. The Gorn ensure they have what they have, then step out for more. They do so in a methodical, deliberate way in their own time and cannot be pushed any other way.

When the Gorn do move, they do so with decisive certainty. Gorn do not take half-measures nor can they be accused of being coy or deceptive. The Gorn are very plain spoken.

Do not mistake the Gorn for being easily understood, for you do so at your peril. Gorn culture is steeped in tradition and rituals, many are often of the brutal kind. Gorn society is highly complex to function as smoothly it does.

The Gorn are unforgiving and unattached to emotion. Where the Vulcans view of emotional detachment is deliberate and balanced with reason and empowerment for all, Gorn have no emotional attachment in the first place, so have no balance to their kill-or-be-killed mind-set.

Gorn have no conception of art, music or fictional literature. They write for transmitting information, not communicating emotionally.

Theirs is a language without imagery. Without empathic responses, the Gorn never developed their creativity in this manner. The Gorn are certainly creative, but in a more mechanically minded, solve-problem, not muse-on-solutions kind-of-way.

The Gorn posess no concept of religion. The universe is a very straight-forward fact for them. Exist and die. This is yet another factor stemming from their lack of mammalian empathy.

Ready for the
GORN
LIFE?
Dice on!

World Log: TERRA	
System Data	
System Name:	Sol
Map Coordinates:	1.23N 2.79W
Number Of Class M Present:	5
Planetary Data	
Position In System:	3
Number Of Satellites:	1
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	9,845 km
Equatorial Circumference:	15,465 km
Total Surface Area:	304,517,000 sq km
Percent Land Mass:	60%
Total Land Area:	182,710,200 sq km
Planetary Conditions	
Length Of Day:	24 hrs
Atmospheric Density:	Terrestrial
General Climate:	Terrestrial
Mineral Content	
Normal Metals:	60%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	10%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Human
Technological/ Sociopolitical Index:	999999-88
Planetary Trade Profile:	DDDDDDD/A(A)

Humanity is the most numerous sentient species in the Federation. Besides Earth-born humanity, there are also thousands of human colony worlds. On some of these worlds, particularly those long colonized, the human population has changed and evolved to better adapt to local conditions.

Besides Earth colonies, there are a number of civilizations with no known ties to Earth that have nevertheless produced native species identical to Earth humans in virtually all respects. Scientists have not answered the questions this raises, nor have they explained why even some definitely non-human races (Vulcans and Klingons, to name only two) still bear so many resemblances to Humans.

It is believed by some scientists that all of these races are offshoots from some common space-travelling race in the distant past. This theory is not proven, however, and is widely disputed.

At any rate, all planetary cultures with basically Human physiology are considered as Human in this game, despite unimportant variations in height, weight, skin coloration, sensory enhancement, etc. Note also that not all "Human" cultures are part of the Federation. Thus "Humans" may turn up as a non-player or even an enemy race at times.

Remember that though Humans are basically the same physically, their motivations and backgrounds may be very different. Each character's personality and actions should be developed by the player based on the background he creates. A person who grew up on a small agricultural world will have a different point of view than one who grew up in the cities of Earth.

Terra

Originating on the planet Sol III (also known as Earth), Terran civilization has proven itself to be the technological and cultural leader of the original five Federation members. Humans prize this distinction highly and strive earnestly to maintain it. Actually a collection of racial groups rather than a single social entity, Humanity very nearly ceased to exist before it could develop space flight. With a long history of cultural aggression (which differs from the Andorian biological aggressiveness), Humans endured centuries of conflict over territory and natural resources, culminating in three global wars in its 20th century.

The last and most ruthless of the three, known as the Eugenics Wars, began when misguided scientists attempted to use genetic engineering to accomplish what political imperialism and social ideology had failed to achieve: the forceful imposition of world peace. The planet was nearly devastated by the generous use of nuclear weapons. The conflict ended at the close of the century with less than one-fourth of the planet's inhabitants left alive to count themselves as 'victors'.

From out of this mass extermination came the impetus for creating a representative world government. With this government came the need to form a stable social order that valued individual life above all other considerations. This social rebirth rekindled mankind's interest first in interplanetary and then in interstellar exploration. Humans developed a practical fusion-drive system in their early 21st century, and launched their first manned interstellar vessel, the *Icarus*, toward their nearest neighbor, Alpha Centauri. This resulted in the discovery of the Centauran civilization and the formal establishment of social/diplomatic relations between the two civilizations in 2059.

After the Federation was established, Terra became the primary economic and military contributor to the fledgling government. Terran representatives in Star Fleet Command led the exploration of new frontiers while Terran corporations collectively donated the largest economic share of any founding world to the Federation Treasury.

In addition, Terra coordinated the development of numerous colony worlds, which eventually became highly prosperous Federation members. When the Romulan War began, Terran volunteers made up the majority of the forces that served in the bloody conflict. Today, Terra continues to maintain its cultural, political, and scientific leadership in a Federation that exceeds 500 members.

Alpha Centauri

The origins of the Centauri race remain shrouded in mystery and speculation to the present day. Some Centauran scientists believe that the civilization of the Al Rijil system may not be native to their planet. In truth, the physiological characteristics of Centaurans and Humans are practically identical. Also, the ruins of early Centauran civilization mirror those along the Mediterranean basin on Terra during its fifth century B.C.. Most important of all, no written records or oral traditions from Centauran history reach back more than 2,500 years. These facts have led scholars to suggest that the Centaurans may be transplanted Humans taken from Terra and 'seeded' on Alpha Centauri by the race of beings known as the Preservers.

Whatever the truth, Centauran civilization is one of the most advanced in the Federation, second only to Terra itself. It is a democratic civilization based on fundamental political principles similar to those of early Greece on Terra. Alpha Centauri's ordered climate provides an abundance of goods, which decreases the need for intercultural competition. Thus, the Centauran civilization developed a practical system of interplanetary travel that pre-dates Human efforts. Taking advantage of the solar winds from their three primary suns, the Centaurans invented an interplanetary solar-sail about the time that Terran civilization was experiencing its Industrial Revolution. (Centauran sun-jamming races remain a popular sport to this day.) By the time they made contact with the first emissaries from Earth, the Centaurans had already colonized a second Class M planet as well as several smaller satellites within their system.

The practical experience they gained in these colonization efforts led to the formation of the first representative form of interstellar government, the Alpha Centauri Concordium of Planets. This political confederation served as the model for what would later become the United Federation of Planets. Although Alpha Centauri is typically remembered as the birthplace of Zephram Cochrane, the celebrated inventor of the warp drive system, it is equally true that Centaurans provided the political impetus that led to the creation of the Federation.

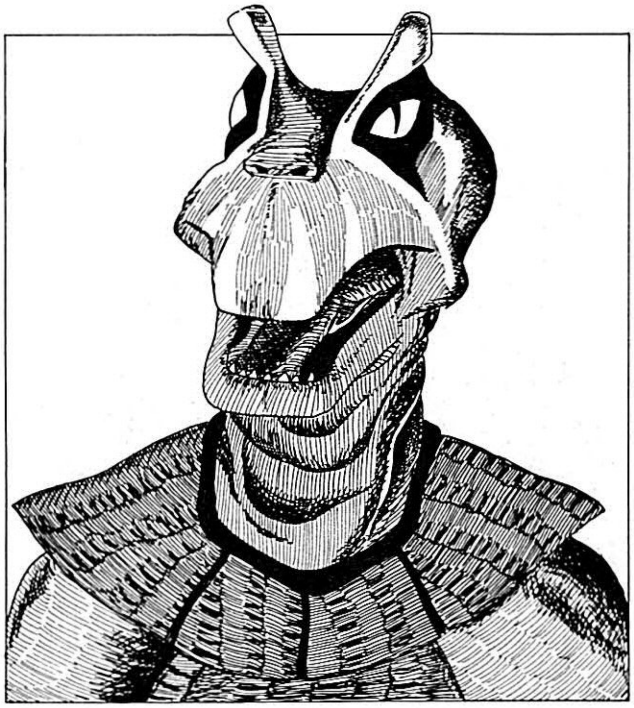
Alpha Centaurans are mentioned here for their shared heritage with humanity-at-large. For a full write-up, see Book 3, Memory Bank Alpha.

There may be slight Attribute differences or physical variances or chemical oddities or incompatibilities, but otherwise humans is as humans are, all colors, shapes and sizes.

One thing is sure, Humans are the luckiest sons of a denebian slime devil you ever met. It's uncanny.

KASHEETA

World Log: KASHET	
System Data	
System Name:	Isis Kash
Map Coordinates:	7.85N 0.87W
Number Of Class M Present:	3
Planetary Data	
Position In System:	II
Number Of Satellites:	3
Planetary Gravity:	0.95g
Planetary Size	
Diameter:	16,400 km
Equatorial Circumference:	51,500 km
Total Surface Area:	845,000,000 sq km
Percent Land Mass:	60%
Total Land Area:	507,000,000 sq km
Planetary Conditions	
Length Of Day:	21.5 hrs
Atmospheric Density:	Terrestrial
General Climate:	Arctic
Mineral Content	
Normal Metals:	70%
Radioactives:	10%
Gemstones:	Trace
Industrial Crystals:	10%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Kasheeta
Technological/ Sociopolitical Index:	666777-66
Planetary Trade Profile:	CCDDDCB/B (C)



PLANETARY DESCRIPTION

Kashet is a small, Terran-like planet in a dual star system that is currently experiencing an ice age. It is the home of a reptilian race that adapted to the ice age by building gigantic domed enclosures that artificially maintain tropical conditions year-round. These city centers are interconnected by mammoth underground passageways and tunnels throughout the equatorial region. Current census estimates number the city-based Kasheeta population at between six and seven million inhabitants.

RACIAL DESCRIPTION

Though the Kasheeta resemble the Gorn, they are an independently evolved race. The Kasheeta are not as warlike as the Gorn. Within the last 200 years, they have overcome their aggressive tendencies. Although female Kasheeta are notoriously arrogant and are quick to take offense at the slightest provocation, they prefer non-violent resolution to conflict.

Discovered almost eleven years ago, the Kasheeta are the newest addition to the Federation. They are roughly two-and-a-half meters tall at full adulthood. Males are distinguished by dull-green coloration, and females are predominantly bright green or reddish-green. Some Kasheeta, including the royal family, have neck scales of a bright bluish tone, which denotes (or so it is claimed) superior breeding. All Kasheeta have a bony, ridge-like structure at the base of the neck. Reputedly, this bone contains medicinal properties worth quite a few credits on various Triangle worlds.

When first introduced, a Kasheetan will seem aloof and arrogantly indifferent to outsiders, reflecting a centuries-old distrust of anyone not immediately recognizable as a friend. Despite this, Kasheetans are capable of expressing genuine friendship bordering on the obsessive. They frequently give gifts to prove their good intentions (and expect similar actions in return).

Kashet has a rigid social structure ruled by a matriarchy, the H'Jarilx dynasty. Under the direction of the Empress of the Domed Cities, Kasheetans practice a selective birth control program designed to enhance feminine qualities at the expense of less desirable males. As one might expect, all Kasheetan representatives to the Federation are female. Male Kasheetans are relegated to second-class citizenship. They provide manual and domestic labor, with little expectation of advancement within the social order. Even entrance into the elite warrior class is now reserved to the smaller, less powerful females. In some cities, it is illegal to extend basic literacy to males.

RACIAL HISTORY

Kasheetan records indicate that the planet's social order was at one time completely opposite from its present system. Roughly 300 years ago, a male-dominated tribal society controlled the planet, holding female Kasheetans in general disrespect. The planet's tribes were constantly warring among themselves for control of the shrinking farmlands and industrial bases. At this time, Kasheetan science was sufficiently developed to detect the onset of a new ice age (possibly hastened by the extended use of chemical weapons in the upper atmosphere). However, the tribal leaders ignored the evidence and elected to continue warring. When the glaciers descended upon them, threatening the race with extinction, the females staged a social revolution, overthrowing male leaders of the planet's central tribes in favor of a female-dominated order. The newly-elected matriarchy acted quickly to build an extensive network of domed cities to ensure the race's survival against the approaching ice age. However, a few tribes refused to forsake their lifestyle and accept the new social order. Hundreds of thousands of Kasheeta remained outside the domed cities, despite the deteriorating climate. Many still remain along the fringes of the planet's glaciers, adapting as best they can and occasionally mounting raids against the planet's cultural centers.

The government of Kashet centers around a matriarchy with the ruler of the planet, the Empress of the Domed Cities, at the apex. Below her, prominent family lines provide each city with a governor responsible for her city and the surrounding zones of arable territory. The governors meet monthly in the planet's capital of Io' Luth to do homage to their queen and to recommend positions for other females. The educational system is designed to maintain both the primacy of Kasheetan females as well as the cultural diversity of each city.

As the Kasheeta have a short life spans (roughly between 20 to 30 standard years), Kasheetan science deals primarily with the advancement of medicine. Of all the Federation representatives sent to Kashet, physicians and healers receive the most respect and admiration.

PLACE IN THE FEDERATION

Kashet received associate member status in the Federation within the last year. The Empress of The Domed Cities has recently concluded trade agreements with Andoian mining concerns, permitting them to extract radioactives in exchange for modern power plants and various support technologies. Several female Kasheetas from the royal family have been selected for the Star Fleet Academy. Plans are underway to house a permanent Federation delegation on Kashet within the next year, contingent on the Empress' permission to construct an astronomical research/support facility in the Isis Kash system. Additional trade concessions are expected as Kashet becomes integrated into the mainstream of Federation cultural and political concerns.

KLINGON EMPIRE

World Log: Klinzhai

System Data	
Name:	K'lai Klinzhai
Star Type	
Coordinates:	
# Planets	
# of Class M:	1
Asteroid Belt	N
Planetary Data	
Solar Position	5
#Satellites	0
Gravity	1.4g
Size	
Diameter	18,200 km
Circumference	56,000 km
Surface Area	714,000,000 sq km
Percent Land	20%
Land Area	142,800,000 sq km
Conditions	
Length of Day	28:00 hours
Atmos Density	Terrestrial
General Climate	Tropical
Mineral Content	
Normal Metals	11%
Radioactives	03%
Gemstones	Trace
Industrial Crystals	05%
Special Minerals	Trace
Cultural Data	
Sentient Species	Klingon
Dominant Lifeform	Mammalian
Cultural Index	999983-76
Trade Profile	

The Klingon Empire is a military dictatorship that is the chief foe of the United Federation of Planets. War between the two organizations is only prevented by the Organian peace treaty imposed by the powerful, peace-loving residents of Organia. Under this treaty, no open hostilities between the Empire and the Federation are allowed. The disputed area bordering both spheres of influence is administrated by Organia, with planets within it allowed to fall under the control of the government who is best able to develop the planet efficiently.

The Klingon racial philosophy is that of ruthless warriors; but they are not berserk. They wage war with forethought and cunning, yet war is the natural, preferred state for most Klingons. For this reason, Klingon society stresses physical strength and martial skill above scientific achievement. Most Klingon scientific effort is placed into development of weapons.

stresses physical strength and martial skill above scientific achievement. Most Klingon scientific effort is placed into development of weapons.

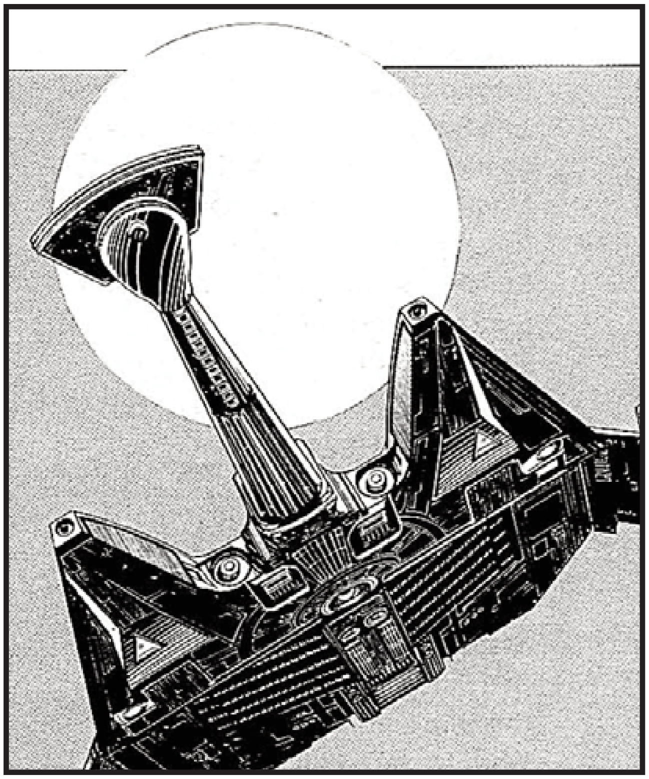
The Klingon government suppresses the development of psionic activity, considering such to be a risk to Klingon security. Personal charisma is less important in Klingon society than strength and cunning, as advancement in one's field is often through blackmail, betrayal, or other use of overt or covert force.

Physically, the familiar Klingons of the TV series are somewhat similar to Terran Humans. They tend to be dark of complexion and hair color, and male Klingons usually wear beards and mustaches. Their internal construction is quite different, however. A scan with a standard medical scanner will detect a Klingon instantly, even though it is quite easy to disguise his outer appearance as a Human.

War is the natural, preferred state for most Klingons and the Klingon racial philosophy. For this reason, Klingon society stresses physical strength and fighting skill above scientific achievement, and most Klingon scientific effort goes into developing tools for warfare. Personal charisma is less important in Klingon society than strength and cunning, and advancement in one's field is often through blackmail, betrayal, force, or trickery. The Klingon government suppresses the development of psionic activity, considering such to be a risk to Klingon security.

The Empire is a male-dominated society, though females do hold some positions of responsibility in the sciences and in other technical fields. Male Klingons are warriors, and their warrior culture stresses physical prowess and combat skills above all other achievement. Despite this, Klingon technology is not far behind that of the Federation,

The Klingon Empire also borders the Romulan Star Empire, the two empires warring off and on since long before either came in contact with the UFP. Even so, the two cultures have recently completed negotiations that resulted in an exchange of technology and in trade agreements. Thus, each group has gained some of the technology developed by the other. Some Romulan crews now man Klingon-design starships, and Romulan research has brought the Klingons close to making photon torpedoes operational on Klingon vessels.



KLINGONS

You know them. You love them.

You wouldn't be here if it weren't for them.

These are Original Klingons kicking 'round 'ere in the Jack Photon galaxy. None of them TMP weirdos.

Most of what needs to be said about Klingons is better detailed in **Book 5: Memory Bank Omega.**

Being these are Original Klingons, Imperial, Fusion and other film-era references have been removed as best as possible. That said, there will be some lingering here and there.

Information for the FASA Klingons was based from personal-friend-to-Fantasimulation Associates, the author John M. Ford's novel from 1984, "The Final Reflection", Pocket Books.

Up to that point, the only information about the Klingons is what could be gleaned from the show and animated series. In 1982-1984 when this game system was being written, Star Trek: The Motion Picture and Wrath of Khan were all there was, (though Search for Spock was about to hit theaters). In 1982-1984, VCRs were expensive and uncommon and even then, any Star Trek on VHS Tape would have been personal rips off the local tv station.

For the Film Era, Next Generation and beyond, the Klingons are portrayed as the TOS Romulans were and the Romulans are more buffoons (at least in early TNG). Original Klingons are not honorable, that is the Romulans. McCoy lays it out best, "slave labor, death planets. medical experiments." Consequently, the Klingons as written for FASA were not the Klingons of the TV show despite the rest of the system being based on the show.

To know the Klingons as they were, it's best to hear from them and the Federation regarding the Klingon Empire vs. United Federation of Planets in both U.F.P. terms and Klingon words.

THE FEDERATION IN FEDERATION WORDS

KIRK: He called my bluff.
MARA: You're not going...
KIRK: The Federation doesn't kill or mistreat its prisoners. You've been listening to propaganda, fables.

KIRK: There's another way to survive. Mutual trust and help.

KIRK: Gentlemen, I must get you to reconsider. We can be of immense help to you. In addition to military aid, we can send you specialists, technicians. We can show you how to feed a thousand people where one was fed before. We can help you build schools, educate the young in the latest technological and scientific skills. Your public facilities are almost non-existent. We can help you remake your world, end disease, hunger, hardship. All we ask in return is that you let us help you. Now.

I think we can each reach for another dozen examples of Kirk, Spock McCoy and other scenes extolling respect for life, helping the weak, raising living standards for all, as exemplified in three words that will be put even above "I love you." "Let me help."

THE KLINGONS IN FEDERATION WORDS

KIRK: No, sir. With the Federation, you have a choice. You have none with the Klingons. The Klingons are a military dictatorship. War is their way of life. Life under the Klingon rule would be very unpleasant. We offer you protection.

KIRK: Gentlemen, I have seen what the Klingons do to planets like yours. They are organized into vast slave labor camps. No freedoms whatsoever. Your goods will be confiscated. Hostages taken and killed, your leaders confined. You'd be far better off on a penal planet. Infinitely better off.

KIRK: We have legitimate grievances against the Klingons. They've invaded our territory, killed our citizens. They're openly aggressive. They've boasted that they'll take over half the galaxy.

KIRK: The Earth Federation offers one other thing, Akaar. Our laws. And the highest of all our laws states that your world is yours and will always remain yours. This differs us from the Klingons. Their empire is made up of conquered worlds. They take what they want by arms and force.

McCOY: Truce? Are you serious? I've got men in Sickbay, some of them dying. Atrocities committed on their persons, and you talk about making peace with these fiends? If our backs were turned, they'd jump us in a minute. And you know what Klingons do to prisoners. Slave labor, death planets, experiments!

THE EARTHERS IN KLINGON WORDS

MARA: What will they do to us? I've heard of their atrocities, their death camps. They will torture us for our scientific and military information.

MARA: They will kill us before we can act.

KRAS: And different from those of my people, too, Teer. The sight of death frightens them.

KRAS: What do Earth men offer you? What have you obtained from them in the past? Powders and liquids for the sick? We Klingons believe as you do. The sick should die. Only the strong should live. Earthmen have promised to teach the youth of your tribes many things. What? What things? Cleverness against enemies? The use of weapons?

THE KLINGONS IN KLINGON WORDS

ON POVERTY

KRAS: A small scout ship, Captain. We need the mineral, too. I was sent to negotiate.

MARA: We have always fought. We must. We are hunters, Captain, tracking and taking what we need. There are poor planets in the Klingon systems. We must push outward if we are to survive.

ON PRACTICALITY

KLINGON: Four thousand throats may be cut in one night by a running man.

KANG: She is a victim of war, Captain. She understands.

KANG: Klingons kill for their own purposes.

KRELL: Give her to the man who killed the most of her people. The others will see the profit in bravery. I'll make a Klingon of you yet.

KOR: Fools! Will I have to kill them all?

KOR: Why not? We're the stronger! You've tried to hem us in, cut off vital supplies, strangle our trade! You've been asking for war!

ON EMPATHIC RESPONSES, FRIENDSHIP AND NOTIONS OF PEACE

KOR: Never!

KOR: We Klingons have a reputation for ruthlessness. You will find that it is deserved.

KOR: I hope you will continue to savor the sweetness of your life. You disgust me.

KIRK: I don't intend to kill you unless I have to.
KOR: Sentimentality, mercy. The emotions of peace. Your weakness, Captain Kirk. The Klingon Empire shall win.

KLINGON: I cannot understand these people.
KOR: They know what death is, don't they?
KLINGON: They do not seem to be worried about anything.

KANG: I shall torture you to death, one by one, until your noble captain cries enough. Who will be first?

ON PERSONAL RETRIBUTION

KANG: When I take this ship, I'll have Kirk's head stuffed and hung on his cabin wall.

KRAS: The next man who raises a weapon destroys all of you. You and your primitive knives and your weapons, I'll teach you what killing really means.

KLINGON 2: Out of the way, Organian... Next time, keep your eyes open, or I'll shut them permanently.

ON STANDARD OPERATING PROCEDURES

KANG: Don't plan any tricks, Kirk. I will kill one hundred hostages at the first sign of treachery.

KOR: Should one Klingon soldier be killed, a thousand Organians will die. I will have order.

KOR: You are now subjects of the Klingon Empire. You'll find there are many rules and regulations. They will be posted. Violation of the smallest of them will be punished by death.

KOR: From this day on, no public assemblages of more than three people. All publications to be cleared through this office. Neighborhood controls will be established, hostages selected. A somewhat lengthy list of crimes against the state.

KOR: What is always done with spies and saboteurs. He will be killed, after he has had first-hand experience of our mind scanner.

KOR: You have a poor choice of friends. He will be examined. If he is lying, he will die. If he is telling the truth, he will find that business has taken a turn for the worse

KLINGON: ...Then when they opened it to give them food, they simply weren't there, and there was no way out.
KOR: If you're lying to me...

KOR: Attention. Attention all Organians. Attention. This is Commander Kor. The two Federation prisoners have escaped, obviously with outside aid. They will be returned immediately. So that you will know we mean what we say, listen... Two hundred Organians have just been killed. In two hours, two hundred more will die, and two hundred more after that until the two Federation spies are turned over to us. This is the order of Kor.

UNDERLYING PHILOSOPHIES

KANG: We have no devil, Kirk. But we understand the habits of yours.

KOR: Then it shall be a matter of testing each other's wills. Of power. Survival must be earned, Captain.

KOR: Come now. I'm not referring to minor ideological differences. I mean that we are similar as a species. Here we are on a planet of sheep. Two tigers, predators, hunters, killers, and it is precisely that which makes us great. And there is a universe to be taken.
(Counter: KIRK: All right. It's instinctive. ... We can admit that we're killers, but we're not going to kill today. That's all it takes. Knowing that we won't kill today.)

KOR: Today we conquer. If some day we are defeated, well, war has its fortunes good and bad. Do you know why we are so strong? Because we are a unit. Each of us is part of the greater whole, always under surveillance. Even a commander like myself, always under surveillance, Captain. If you will note.

AND THE FALLACY THAT UNDOES IT ALL

KIRK: ...How to handle their interstellar relations! We have the right...
AYELBORNE: To wage war, Captain? To kill millions of innocent people? To destroy life on a planetary scale? Is that what you're defending?

The Federation constantly strives to show they are shepards, not the wolves Kor claims the Klingons are.

While the inherent terms are now understood to be sociopathy/empathy, traditionally these mental states have been termed "good" and "evil". Good and evil is how TV was written in the 1960's, good guy vs bad guy, choose your flavor from cops and robbers to others over millenia of time.

What can we glean from all this? We can expect McCoy's rant on death planets and prisoner experiments to likely be true enough. We can therefore presume Mara's claim of Federation torture being as propaganda fed back at the Klingon populace in general. This also suggests either Mara as Science Officer is unaware of such experimentations, or sees conquered people as not-people, so is oblivious. However, torture is a daily way of Klingon life. Every inferior is subject to discipline by Agonizer by a superior for the slightest infraction or momentary whim.

Evidence and examples are lacking for Klingons being 'misunderstood', 'lacking self-awareness' or anything other than outright Lawful Evil -*at least in AD&D terms*: i.e. institutionalized violence and the taking by force from and enslavement of others to benefit the elite amongst themselves the most.

There are likely good Klingons doing their best to fight the system they are in. *Blake's 7, Klingon-style!* (Now *there's* a campaign waiting to rock some player's worlds!)

Money, power, self-enrichment, corruption, murder as the height of achievement have all historically been categorized as 'evil'. At least since that famous fellow ~2,000 years ago in our own history.

KRELL: You will be rich one day, Apella, beyond your dreams, the leader of a whole world. A governor in the Klingon Empire.

KIRK: "Alright, Spock. Whatever your game is, I'll play it. You want credits? I'll give them to you. You'll be a rich man. A command of your own? I can swing that, too. Spock. What is it that will buy you? Power? Power, Spock? I can get that for you!"

-J.Photon

GIVEN NAMES AND LINENAMES

Klingons have a given name, and if they belong to a line (see below), a linename. A child‘s given name can begin with any letter. At maturity (10 years) the initial changes, depending on the career path chosen. Navy names begin with K, Marine with M, and the civilian services (academic and bureaucratic) with A.

Names are often shortened and nicknames are at least as common as among humans. There is apparantly sex differentiation, but what sounds “feminine“ or “Masculine“ in Klingonaase is not often apparent to human ears, and no hard rule can be established.

The linenames bear a prefix indicating personal status. In ascending order these are:

NO PREFIX - A youth who has yet to do anything noteworthy.

“tai”		
“vestai”		
“Sutai”		
“zantai”		
“epetai”		

Any serving ship‘s officer would be *tai*, or perhaps *vestai* if highly placed. A captain would be *sutai*, possibly *zantai* if he had done something very famous or distinguished. An admiral would be *zantai* certainly. *Epetai* is very rare, and would never be applied (except as mockery) to anyone under the age of 50. The full name is thus written as “Kang zantai-Dvistrill“ or “Loanth Lassenti“ in childhood.

Lineless children have the number of their House (orphanage) as a surname until maturity. After that they have no surname.

The Klingon lines are more than just families, less than the great dynasties of Earth‘s history. They are perhaps best thought of as networks of mutual obligation and support. Klingon society is not easy to survive in, and loners stand very little chance.

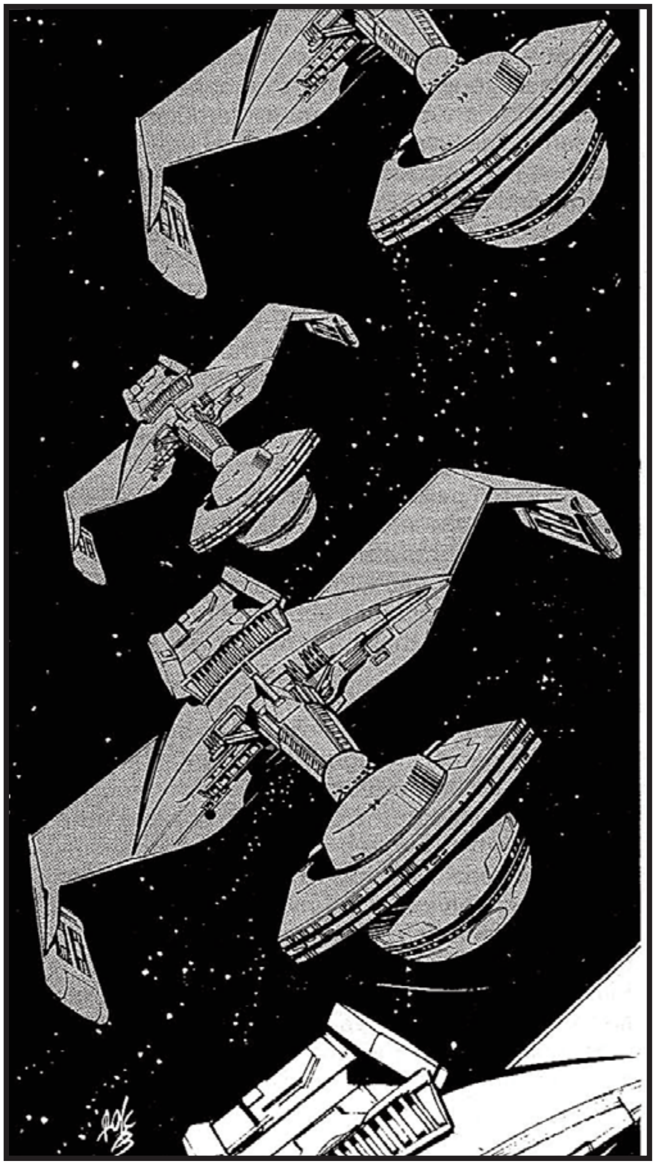
Lines do not normally feud, though it is not unheard of, but a war between lines usually weakens both to the point of destruction. Rather, they act to secure positive advantages for their members, within the (shifty and unpredictable) limits set by Klingon society as a whole.

Lines tend to expand, through births and occasional adoptions. There is a point at which the line is so large that one‘s obligations bring a diminished return – especially if one‘s parent had many offspring with more-or-less equal claim on his favors. At such a time, one or more members will become line-founders, changing their linenames and striking out on their own. Many, perhaps most, founders fail, because one‘s first act is usually something foolishly bold to establish the name in the Empire‘s eye. Still, the potential founder is respected, even by the line he leaves.

An Informal Guide to the Klingon Empire

Players whose characters are Marine personnel (the Soldier specialty option) will most likely have given names beginning with the initial ''M''. Most others coming out of the charcter creation system are Naval personnel, and would have given names starting with ''K''. (Captains Kang and Koloth are examples.)

Very few player characters would be lineless, though some may have once been orphans who were later adopted by some line. A lineless player is at an ENORMOUS handicap in terms of advancement and dealings with bureaucracy, and the gamemaster should adjust the character's fortunes accordingly. A very few highly placed characters may wish to try starting their own line. (No one below the rank of Ship Captain should be able to attempt this.) Starting a line is an uphill battle, and the Empire will take no notice of such until the new line or its founder distinguishes the line by some act of value to the Empire.



The K'Zinti Hegemony

World Log: K'Zin

System Data	
Name:	**K'Zz**
Star Type	**F**
Coordinates:	
# Planets	**8**
# of Class M:	**1**
Asteroid Belt	**N**
Planetary Data	
Solar Position	**3**
#Satellites	**1**
Gravity	**0.9g**
Size	
Diameter	**11,700 km**
Circumference	**36,000 km**
Surface Area	**459,000,000 sq km**
Percent Land	**20%**
Land Area	**91,800,000 sq km**
Conditions	
Length of Day	**23:00 hours**
Atmos Density	**Terrestrial**
General Climate	**Tropical**
Mineral Content	
Normal Metals	**55%**
Radioactives	**05%**
Gemstones	**03%**
Industrial Crystals	**10%**
Special Minerals	**01%**
Cultural Data	
Sentient Species	**K'Zin**
Dominant Lifeform	**Mammalian**
Cultural Index	**978767-76**
Trade Profile	

"We Klingons have a reputation for ruthlessness.
You will find it is well-deserved."
- Governor Kor, Klingon

"If we succeed, you are meat for our tables!"
Chuft Captain, K'Zin

If the Klingons can be described as ruthless, K'Zin are barbarously cruel.

In the Before-Time, K'Zin were already sentient though steeped in the violent survival-mode of plains dwellers. Their planet was visited by a now unknown species looking to create mercenary warriors out of the K'Zin. The plan worked for centuries until the K'Zin turned the tables, enslaving the masters. The K'Zin royal crest reads:

"From Mercenary to Master of Master."

Armed with advanced technology, the K'Zin went on to engineer themselves. All were bred with multiple hearts and braced ribs. The males were further bred for aggression and strength. Females were engineered into sub-sentient beings, treated as no different than chattel or herd animals. From this engineering also sprang the Telepaths.

The K'ZIn males at birth are treated as equal. It is with early observation that each is sorted into their adult role in society. The exceptional are sorted into warriors while the common become citizens. Telepaths are also weeded out and locked away for years of specialized 'training'.

Females are left with the females on weening. Females are always watched for signs of intelligence. Any so found are killed. Weak male cubs are killed at birth. On weening, the weakest of males are again killed. During schooling and adult training, still more males are killed off. All this in the effort to breed the 'best' of K'Zin.

The strong live. The weak die. The oldest are encouraged to wander off into the cold winter night to never be seen again. The infirm are smothered for the burden they represent.

The K'Zin are exclusively carnivorous and cannot tolerate even the sound of vegetables being chewed upon. The K'Zin ideal is to capture their own meal and eat it raw and living.

While K'Zin are not cannibalistic by nature, they have no hesitation eating mammalian beings of whatever level of sentience. One obvious exception are Vulcans.

While K'Zin will eat herbivorous mammals, the Vulcan is especially odious to them, not least of which for their pacifistic nature. Combined with veganism and copper-based blood, Vulcans are an acquired taste, at best.

K'Zinti society uses no money as it is known in other cultures, instead relying on simple trade/barter of goods, services and most especially, *Clout*. Above all, *personal clout* sets a K'Zin in their circle and society at large.

Clout is earned through personal deeds of "heroism", (typically couched and espoused through combat). Not unlike feudal Japan, there are minor similarities to ancient Rome's soldier-citizen divide on Earth as well.

In this regard, K'Zin have some concept of honor and think of themselves as the 'heroes' of the galaxy that will save it from itself. The K'Zin abide by rituals and codes of honor and conduct lest they lose clout.

While clout is generated among the populace, names, titles, land grants, chattel and similar awards of office come from the Highest alone. And as the Highest giveth, the Highest or his successor also taketh just as easily.

K'Zin have no names, instead going by their '*Nomen*', their place in society, job or position. Exceptional K'Zin are granted names by the Highest of K'Zin. Warriors are more commonly named, though exceptional citizens are named as well.

Names are typically adjectives and used in conjunction with their job. Successive adjectives mean greater prominence. "Bludd Spill Grate Sentinel" was one of their old-time heroes.

K'Zin have no ranks, only positions. A Captain is in charge of a ship. Everyone else is crew. K'Zin ships are not large enough to warrant Dept. Heads as other star-faring civilizations.

Rule is by the strong and politics as it is known elsewhere has little to do with who is in control of the Hegemony at any given time.

The Highest of K'Zin is a position that is trial by fire and combat to the death. Indeed all leaderships are earned in this manner. The trick is keeping the position once earned.

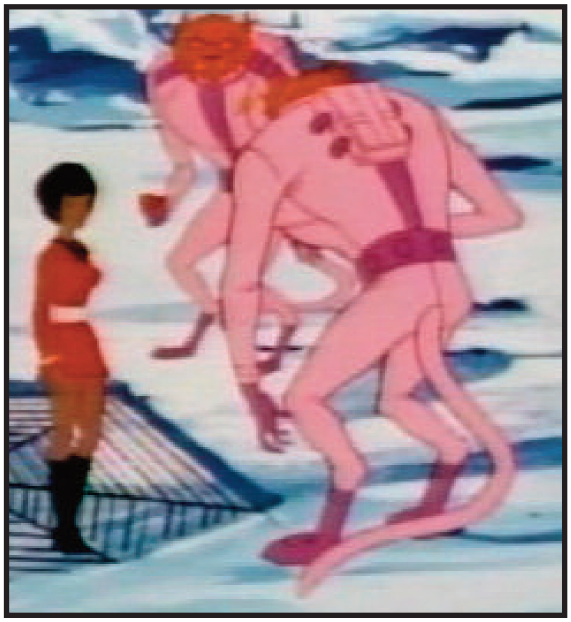
A leader must always be on guard and offer overwhelming replies to even the slightest of insubordination or hint of ego by an inferior. Challenges to leadership may be spontaneous, but are then couched in ritual, steeped in rules and notions of honor. Fights are single-combat and to the death. Former allies of the defeated swear allegiance to the new ruler or are killed by the usurper's newly gained forces.

Personal duels are of paramount import in K'Zin society. Most arbitration and disputes are handled with duels. Of course, personal slights, insults, challenges are automatic duels of honor. Note that K'Zin "honor" can vary from person to person, so watch your back!

One piece of advice in this regard is that K'Zin are known to rip the arms off their winning opponents. When it comes to non-life threatening challenges, it's best to "Let the K'Zinti win."

While position is earned, it can also be granted by a higher position at any time. The awarding of honorifics however is reserved to the Highest of K-Zin himself. Petitions are sent, reviewed and granted by regular ceremony. There are no such things as medals, ribbons or awards.

K'Zin are not intellectually "stupid", but their physiology prevents their intellect from equaling others. Consequently, skill levels beyond the Species Max are simply incomprehensible to them. Any associated rules that get too complex only frustrate a K'Zin into a fury. They lack foresight and long term reasoning which leads to their inevitable losses.



K'Zinti education is minimal at best. With the Warrior class at the top and all of society designed to support their weight, all available resources go to them first. Even so, K'Zin Warriors are not at all well-educated by galactic standards.

That said, K'Zin citizens and industry are capable of producing complex engineering up to small space craft. K'Zin architecture tends to be sparse and short. They have no great innovators, philosophers or mathematicians.

K'Zin have an underlying religion which has suffered greatly. In the beginning, the Greatest of K'Zin roamed the skies and beckoned their creation to follow into and dominate the stars. Then came the Masters...

The beliefs reformed such that it was the Masters who beckoned the K'Zin to war among the stars. With the overthrow of the Masters, the old K'Zin ways came back and interpreted the Masters as one of their mythical beasts made manifest. The K'Zin in their new mission of bloody conquest through the stars to their destiny again hit another wall. This time it was the Earthers aided by Alpha Centaurans.

K'Zin were so thoroughly defeated that these centuries and dozen+ generations later, the humans are still seen as semi-divine and enjoy a certain level of safety for that reason.

It is all this technology that has the K'Zin so steeped in superstition. Technology is not to be trusted, with speaking technology even more so reviled. Computers are useful, but never make them smart was the lesson the K'Zin learned from the Masters. The modern generations are becoming less superstitious, but still get nervous around higher technology.

The K'Zin word for their homeworld is 'homeworld', "K'Zin". "K'Zinti" are those who are "of the homeworld". K'Zin's heavier gravity, hotter and drier climate test human ideals. This harsh environment is what led to the larger physicality and strength of the K'Zin as well as their social attitude towards each other and basic survival. That modern technology has alleviated such burdens has not altered the K'Zinti mindset.

The K'Zinti Hegemony consists of some dozen worlds in all. The Hegemony is at this time in history almost surrounded by the Federation. Near enough again is the Klingon Empire. The K'Zin have had little-to-no interactions with the Klingons and it is a Federation goal to keep it that way.

The K'Zin fought four wars with Earth a century before the founding of the Federation. While the K'Zin were overwhelming at first, it was the Alpha Centauran invention of the Warp Drive that turned the tide, uniting the Centaurans and Earth against the K'Zin.

In defeat, the K'Zin were forced to sign *The Treaty of Sirius*. Amongst the various effects of this Treaty were that no K'Zin personnel, ships, installations or other such locations, vehicles or operations may posess lethal weaponry. Police-grade Stunners and similar tech are allowed for defensive and administrative uses such as bringing criminals to justice, personal protection and such.

Upon the creation of the Federation, *Sirius II* was signed which was a basic re-statement with 'Earth' replaced by 'U.F.P.' nomenclature. While there are stipulations for the lifting of Treaty sanctions, in two centuries the K'Zin have yet to mature enough to meet any. Both Treaties are referred to as the same.

Federation Embassies litter the K'Zin worlds and soft-power approaches are used continuously to bring the K'Zin into a more peaceful and civilized mindset. It is generational work.

With K'Zin society the way it is, few escape the societal trap they are born into. Every K'Zin is watched closely from birth and then eye each other throughout their short lives.

There is no world where a rogue K'Zin can hide. There is no distance a rogue K'Zin can travel they'll escape the stigma of their history.

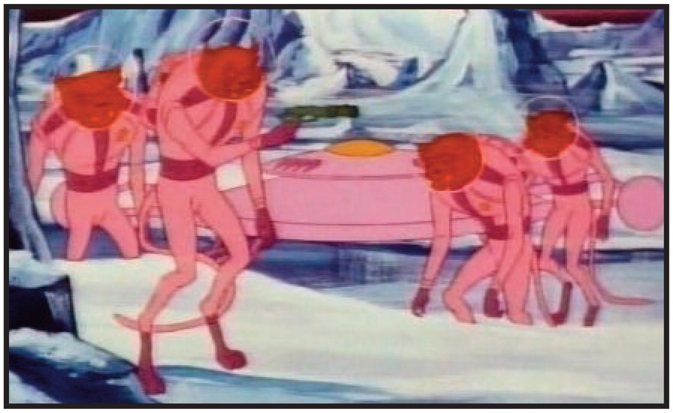
Then, there is the rarest of rare, the K'Zin who has broken free. Their problem remains they are forever out of place and obvious targets for retribution should they be found or learned of by their kind -rogues are nothing less than selfish traitors.

That being so, some very few K'Zin individuals have been brought into the Federation as protectorates. Their placements and identities are buried deep in bureaucracy record tapes.

Once Telepaths are identified, they spend years locked away experimenting and being experimented upon; all the while physically and mentally beaten into inferiority and subservience. A rogue Telepath with self-worth or confidence could topple the established order of things. This cannot be allowed. As such, no Telepath has ever been taken in by the Federation. They have all been killed before capture.

The ruling K'Zin happily use Privateers to do what is otherwise illegal by Treaty (and will repudiate all those who are caught), some very few K'Zin have gone genuinely rogue with starships and crew going on to attack K'Zin itself! These rogue K'Zinti vessels are true terrors roaming free space. It is woe unto those who these ships come across. These crews are always on Star Fleet's Top 10 Most Wanted, along with the likes of the Warriors of Andor.

K'Zin are allowed Police and Civilian star craft. K'Zin technology is often hodge-podge and copycat with local and Federation surplus. Non-K'Zin traders in the Hegemony are few and either very stupid or very brave. The distinction can be fine at times. Anything less than large, defensive convoys are in potential danger.



The K'Zin are allowed to explore the galaxy. The Federation has designated vast areas the K'Zin can explore and colonize with stipulations of the Prime Directive built into the Sirius Conventions. The K'Zin realize what was done to them those centuries ago and agree not to do it to others. (At least in principle.) K'Zinti craft are also allowed to ply UFP space lanes with permits and visas.

K'Zinti piracy is an open-secret which the K'Zin think they are being clever about. Privateers are secretly guided by the Highest of K'Zin and Council. Such crews steal their ships and will be repudiated if caught. Such service is among the highest honors the Hegemony has to offer.

The old wars had killed off the more sociopathic of K'Zin genetics. Yet over the last two centuries, the K'Zin are still to be feared. Thankfully, they are not half the nightmares they once were.

Despite the generations since, the K'Zin still harbor resentment and the desire to destroy Earth in particular and the Federation at large.

This is the only time it is honorable to be the weaker losing to the stronger -as the Federation is portrayed as oppressors and war mongers preventing the K'Zin from realizing their true potential. To lose such a great battle would bring equal honor and clout, albeit posthumous honor and clout.

While modern K'Zin show little interest in eating sentient beings; when confronted with a potentially angry K'Zin, all Federation Citizens are advised to remain calm, match their stare and walk away while keeping an eye on them.

If the K'Zin pursues; stop, face them, scowl, scratch the ground with your feet and spit on the ground. The K'Zin will take this as a clout-losing situation. That is, the Federation Citizen is either so strong as to utterly humiliate the K'Zin or is so weak that the K'Zin would be seen as a coward for such an attack.

Otherwise, Heavy Stun setting is *almost* enough to ensure all but the strongest of K'Zin will go down. The alternative to Phaser fire is Negotiations, which may be difficult while your face is being eaten. Seek the local U.F.P. Embassy for assistance to determine if your condition remains 'living' after any untoward encounters.

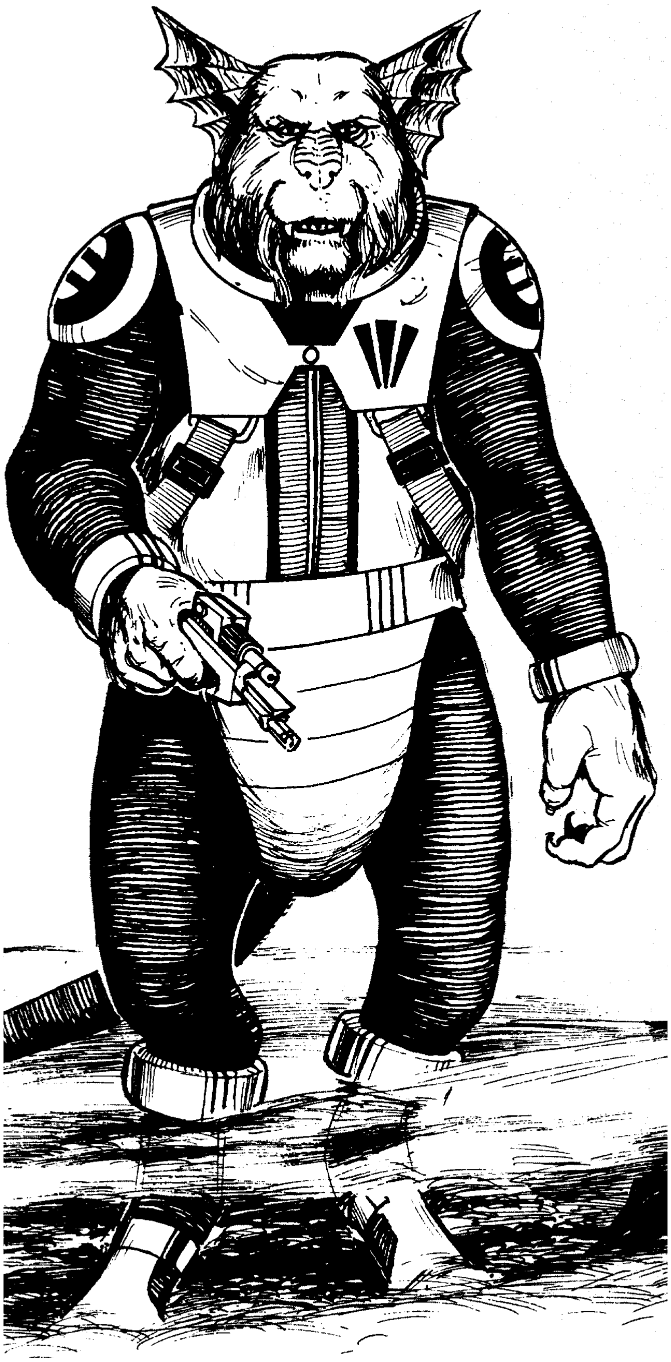
When it comes to the K'Zin, there is always trouble brewing anew. If K'Zin were half as clever as they thought they were (or had genuine foresight), they would rank among the galaxy's greatest threats. As is, they are little other than an exceptional danger to any who happen across their path.

K'Zin population breakdown per 1,000.

Telepath	1
Warrior	99
Citizen	400
Female	500

Ship's crew always feature one Telepath. Telepaths are always kept away from each other once in service. Larger ships or bases may have citizens serving the warriors.

Warriors do not use Officer Efficiency Ratings. If you haven't been eaten, you must be doing well.



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Dragon Magazine #104, page 79 offered readers the following take on K'Zin. Similar to what I've laid out here, there are distinct differences to note. (Not even Vulcans have PSI +30!)

If not stated elsewhere amongst these texts, the rule of thumb is that all Psionic Species have a standard +/-00 to the PSI Potential, unlike all other species who have some negative rating applied to the modifier. Typical K'Zin have a negative modifier while Telepaths have no modifier -they pay with other penalties in life for it.

The starship portion of this article can be found in **Supplement 15: TOS Recognition Manual**.

The Kzinti have landed!

A new race for STAR TREK®: The Role-Playing Game

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When FASA's STAR TREK®: The Role-Playing Game was created, the game's designers decided not to include the Kzinti because (as fans of Larry Niven's Known Space series) they did not feel that the Kzin belonged in the *Star Trek* universe. This was decided despite the appearance of Kzinti in one of the animated *Star Trek* episodes, "The Slaver Weapon" (adapted for the show by Niven himself) and their mention in another, 'The Infinite Vulcan," by Walter Koenig.

I take the opposite view, considering that both Niven, the Kzinti's creator, and Gene Roddenberry, who created *Star Trek* and had script approval of the acclaimed NBC animated version, believed that the Kzin *did* fit into the *Star Trek* universe. Thus, for players of the STAR TREK game, this article presents information for generating Kzinti characters, based on official *Star Trek* lore.

Overview of the Kzinti

The Kzinti are a race of vicious but intelligent carnivores. They are bipedal felinoids ("cat-men") related to the Caitians, but stand about 8′ tall compared to the generally petite, human-sized Caitians. Like the Caitians, Kzinti are orange-furred, but have a distinctly tigerish aspect as compared to the leonine Caitians. Unlike a Caitian, a Kzinti's ears and tail are hairless.

Kzinti only eat flesh, and refuse to speak to herbivorous beings, save when absolutely necessary. They also revile pacifists, so Vulcans are doubly contemptible to them. They will reluctantly converse with omnivores like humans, although they will use other peoples for food if possible.

Kzinti females are unintelligent, and Kzin frequently forget that females of other species are usually sentient beings. This leads many of them to underestimate female opponents, because they instinctively consider females to be inferiors.

Immensely powerful, Kzinti have more than one heart and vertical bracing of their ribs. Their warrior code of single combat commits them to fight to the death any foe who engages in hand-to-hand combat with one of them. If a Kzin commander is physically attacked, combat reinforcements may not be requested until honor is settled.

The Kzin produce telepaths with great ability to read minds, but these individuals tend to be unhappy neurotics. Although they do not need to touch a subject to read its mind, they are reluctant to read omnivore minds, and will only read herbivore or female minds if disciplined by their commander.

Reading minds induces great psychological stress in Kzinti telepaths. The gamemaster must keep track of the number of facts read by a Kzin telepath from the mind of a subject, for each statement of knowledge induces temporary damage of -5 Endurance to the telepath. If the subject is a herbivore or female, the temporary damage is -10 Endurance. Recovery is at the same rate for other temporary damage (such as a phaser stun), and a Kzinti telepath can fall unconscious if his Endurance drops below his unconsciousness threshold. Thus, Kzinti commanders do not use their telepathic subordinates casually. There will always be one telepath aboard a Kzinti police ship, and a 15% chance exists of encountering one aboard any other type of Kzinti spaceship.

Among the Kzin, names are given only to individuals who have been awarded that honor by the Patriarch, the ruler of all the Kzin. This practice is similar to the British monarch awarding knighthood to worthy individuals. Unnamed Kzin are referred to only by their rank or specialty — i.e., Captain, Flyer (starship pilot), Telepath, and so forth. Distinguished individuals gain a partial name; in "The Slaver Weapon," a Kzinti captain was encountered by Speck, Uhura, and Sulu who was referred to as "Chuft Captain," a typical partial name. Only the greatest of Kzinti warriors gain a full name, which is unrelated to their partial or rank/specialty names.

The Kzinti have fought four wars against humanity, losing all of them. This has been due in large part to inferior technology and a tendency to attack before they are ready. Kzinti technology development has been slowed by their distrust of pseudo-intelligent computers; the Kzin have ancient legends of weapons haunted by their dead owners, and thus are reluctant to deal with machinery that talks. The Treaty of Sirius limits Kzinti weaponry to police functions: ships and police stunners (akin to phasers, but only capable of stun functions). The dozen worlds of the Kzin Patriarchy currently have the status of a United Federation of Planets protectorate.

The Kzinti government seeks to defeat the Federation, but its agents work undercover, claiming to be pirates using stolen police vessels, in order to avoid UFP retaliation against the Patriarchy. For example, the "pirate" Chuft Captain called his allegedly stolen police ship *The Traitor's Claw.*

Despite the Treaty of Sirius prohibition on Kzinti possession of phasers, Kzinti pirates almost always have hand phasers. In addition, all Kzinti police ships carry police webs. A police web is a wire mesh which is spread on a flat surface, and looks much like a spider's web. With the power turned on, a tractor field is activated which prevents any prisoner standing on the web from moving his or her feet (or any other part of the body which is touching the web). Police webs are fully portable, and are also used by United Federation of Planets police.

Kzinti player characters

Statistics for Kzinti characters are given in the accompanying group of tables.

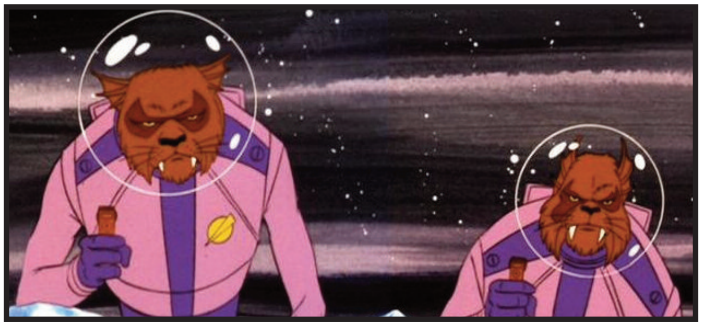
Male Kzin NPC adjustments:
STR +25 END +15 INT -20
DEX +40 CHA -20 LUC -80
PSI +30
Personal combat damage +5 (claws and teeth)

Typical Kzin captain:
STR 75 + 2D10 END 65 + 2D10 TNT 30 + 2D10
DEX 90 + 2D10 CHA 30 + 2D10 LUC 2D10
PSI 50 + 2D10
Significant skills: Negotiation/Diplomacy 10 + 2D10
Personal combat (unarmed) 80 + 2D10
Marksmanship (modern) 10 + 2D10

Typical Kzin warrior:
STR 60 + 2D10 END 60 + 2D10 INT 25 + 2D10
DEX 75 + 2D10 CHA 10 + 2D10 LUC 1D10
PSI 35 + 2D10
Significant skills: Personal combat (unarmed) 60 + 2D10
Marksmanship (modern) 10 + 2D10

Typical Kzin telepath:
STR 55 + 2D10 END 55 + 2D10 INT 30 + 2D10
DEX 65 + 2D10 CHA 10 + 2D10 LUC 1D10
PSI 110 + 2D10
Significant skills: Personal combat (unarmed) 70 + 2D10
Telepathy (mind touch).

Typical Kzin female:
STR 50+2D10 END 55 + 2D10 INT 0
DEX 100 + 2D10 CHA 0 LUC 1D10
PSI 0
Significant skills: Personal combat (unarmed) 60 + 2D10



Orion Colonies

The Orions place in FASA history comes towards the end as FASA was getting material rejected for the militaristic nature of recent submissions. As FASA choices go, Orions is great! Full of rich possibilities, Orions are a perfect foil. As nothing was written in lore, FASA was free to do what they liked. With the Fantasimulations Associates long written out of the creative side of the game system by this point, there was little to keep FASA staff in check and true to the show.

I didn't have this Orion Supplement way back when. FASA Trek's death spiral was relatively quick that last year or so. Desperate for new product releases, multiple rejections, instant and rising popularity of Battletech, there was little reason for FASA to invest much time or money to the product line by this point.

Consequently, we get "The Orions" as was. Creatively, FASA certainly went big. With all of two distinct appearances, the supposition of one and an animated show, there were no 'natural' Orions seen. Thelev was surgically altered to appear Andorian. Vina and Marta account for the two definitely seen. The supposed Orion belongs to the fellow positing to Christopher Pike, "Just what a bored ship's Captain might imagine." or similar line. The band playing behind Vina could also be Orions, but they could be touring and not the house band. That is the only basis for FASA's "Ruddy" Orions.

We have Commodore Mendez's quip about green Orions as well as the sleezebag at Pike's table, from "The Cage". As to the animated series, those Orions are baby blue.

So where did FASA come up with Grey Orions and all that backstory? You've got me. It seems unnecessarily convoluted and more a concept the author had been trying to shoe horn anywhere a boss allowed and this was it.

The Term "Half-Breed"...
KIRK: ... I'm sick of your half-breed interference. Do you hear?

SPOCK: Frankly, I was rather dismayed by your use of the term half-breed, Captain. You must admit it is an unsophisticated expression.

KIRK: I'll remember that Mister Spock, the next time I find myself in a similar situation.

KIRK: All right, you mutinous, disloyal, computerised, half-breed. We'll see about you deserting my ship.

SPOCK: The term half-breed is somewhat applicable, but computerised is inaccurate.

KIRK: ... Had enough?

SPOCK: You did that to me deliberately...

SCOTT: Keep your Vulcan hands off me. Just keep away! Your feelings might be hurt, you green-blooded, half-breed!

SPOCK: May I say that I have not thoroughly enjoyed serving with humans? I find their illogic and foolish emotions a constant irritant.

SCOTT: Then transfer out, freak! -

'Half-breed' was a term of derision even before Star Trek's time in 1966. First Edition 1983 uses the term 'Hybrid' (page 30, column 2, paragraph 2, line 5). Stardate magazine, "Mixed Blood" Mar-Apr 1985. Column 2, line 9 and several times after uses 'hybrid'.

So what's 'half-breed' doing here in 1987?

My best guess is the author is simply ignorant. Assuming best light, the term is used as if from the POV of other Orions who look down in contempt on the greys. I'll stick with 'Hybrid', though I am sure in these enlightened times, more accurate verbiage is in use.

Ultimately, I must defer to the sage understanding exhibited by Lt. Uhura on speaking with image of President Abraham Lincoln.

UHURA: You see, in our century we've learned not to fear words.

The Orions, from a planet in the Rigel star system, are an allegedly neutral group. They tend to encourage privateers (pirates), however, on an informal and unofficial basis. Orion pirates and smugglers are sometimes encountered by the Federation.

Orion males, for the most part, are human-like beings, with skin color ranging from a ruddy golden orange to to more humanlike tones similar to Earth caucasians. There are females of this race as well, but some females are born who appear very much like human females, but with green skin. The green-skinned women are held in semi-slavery arrangement by the Orion men.

The green-skinned Orion women are seductive, with legend holding that human males cannot resist them. They are less intelligent than the dominant Orion species (or are said to be, though this may be more from lack of educational opportunity than genetics) and behave in a semi-animalistic fashion. Such women usually have long sharp nails and a greater physical dexterity than the dominant Orion male.

Transport of slave women beyond the neutral Orion planets is prohibited and, of course, slavery is outlawed at all levels of the Federation. Few Federation Star Fleet personnel have ever seen an Orion slave woman, but it is a frequent boast during the traditional male "bull sessions" around the mess table.

Visible Orion society consists of two major colors and a host of *muni* ("blends") of many other shades. According to the **Book of Common Knowledge**, there are many small minorities of half-breeds. In fact, the Orions do not tolerate the mixing of the races. Interbreeding is possible but difficult, and both Green and Ruddy despise halfbreeds, whose lifespans are generally measured only in months. The parents can likewise expect to be cut down by mobs, troops, or police. A few mixed couples survive with their offspring on worlds where there are no other Orions, but they are isolated and not really a part of Orion culture anymore. The odd coloration of halfbreeds gives them away every time.

However, there *is* a third major color never seen in public or acknowledged as a separate racial identity. These are the Greys, and their position in Orion society is lower even than slaves. If their existence were generally known, they would be living proof of Orion barbarism. At one time, they occupied a social niche higher than the Greens, and equal to the Ruddies themselves, but long ago they were cast down from their high place and forced to live as little better than trained animals. Hidden from sight, they are nonetheless vital to Orion life, and their breed has become indispensable to the very system that keeps them down.

Orion Slavery

Slavery has certainly been a fact of human existence even unto this day and to our species utter shame. This material goes on to suggest that Orion slaves have it better. And indeed, there is a modern push to give the slave women a sense of autonomy and self-destiny. To be fair, all this was before the stills of an Orion whipping Vina on to the stage to perform for Pike emerged.

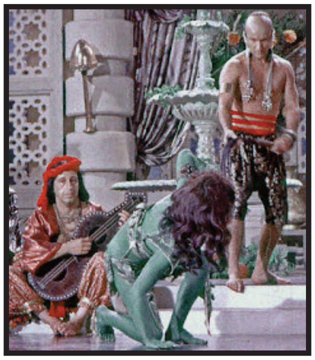
SLAVES

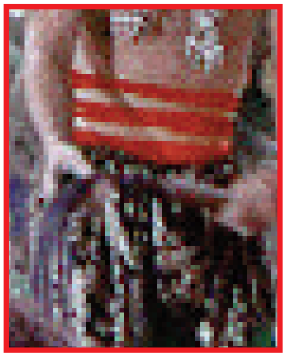
The institution of Orion slavery is deep, ancient, and very different from any Terran equivalent. It carries little or no moral stigma either to be a slave or to own them—though properly speaking, Orion slaves are more like employees under an all-encompassing contract. The Orions balance the work that a slave does and the care that he receives.

In any campaign featuring Orions, there are few opportunities for slaves to be movers and shakers, yet the institution is so universal and so deeply rooted in the culture that gamemasters need to understand it on its own terms. It is the foundation on which all Orion works—physical, financial, and even philosophical—are built. There is no institution, no business, no government, and no household save the most wretched that does not have slaves.

Non-Orions view slaves with varying degrees of horror, pity, and even disgust. To most Federation races, slavery is an archaic form of bondage or a primitive answer to labor shortage problems. The Romulans regard anyone who has lost their freedom (or worse, given it up voluntarily) as animals. Not surprisingly, Klingons regard free Orions as weak, as their 'servitors' are impudent, insolent, and members of the same race—utterly contemptible.

In game terms, slavery makes little practical difference. Orion slaves do not suffer under the lash, and they do not long for freedom—quite the opposite. Being someone's slave means being cared for and given work, and they may not be counted on to hate their *etadubran* ("contract-holders" or the "obligated"). Slaves are merely the slobs with jobs.





The one difference is entertainment slaves, which the Orions significantly term *lodubyaln* ("life contractors"). Although they are commonly called Green Orion slave women, not all Green women slaves are *lodubyaln*. In fact, the majority of them perform ordinary household work or engage in simple industrial and custodial tasks. A small minority, *lodubyaln* are pampered, sheltered, kept in secrecy, and not often seen by non-Orions. The gamemaster should think of them not as courtesans and playthings, but as people whose job it is to be courtesans and playthings. Though they are the high elite of slaves, their work is particularly and personally difficult, demanding, and often demeaning. In contrast to other Orion slaves, *lodubyaln* resent their status and long for more from life. They are brighter and more driven than other slaves, but the gamemaster must remember that the goals they seek are purely Orion. They wish for freedom, but only to exercise power, to produce their own wealth, and to become themselves the owners of slaves. (It is a high ideal of all Orions to be so successful that they can care for others.) A whole raft of Orion slaves in revolt will cause less trouble than that created by one *lodubyal*, if she can find a way to use the player characters to further her own ends. For more information on them, refer to the **Green Slave Women** in the **Orion Character Generation** chapter.

RUDDIES

The majority of the Orion population, Ruddy Orions comprise 60 percent of all Orions on every planet. There are variations depending on location; agro worlds need fewer Ruddies and more Greens to run the farms, while a small or new Colony venture will likely be thoroughly Ruddy. Most players will probably want to run Ruddy Orion characters, because they are usually the ones in charge and giving orders. On the other hand, Ruddies generally do not fight, as they can send their menials, and players may find this a disadvantage. However, Ruddies are definitely not cowards, and they do have a tradition of individual combat (at least with one's social equals) to settle disputes.

GREENS

Although only 35 percent of the total Orion population, Green Orions do a disproportionate amount of the work. Not only stronger, they are also more charismatic than Ruddies due to their pheromones (which makes them seem chummier) and have coarser manners (which makes them less repectful of rank and titles). They are the troops, the muscle-men, the heavies usually found in a fight or on a binge. Boisterous players who roleplay Green Orion characters will get all the fighting they want. While Green Orions can attain social respectability, they are still inferior to Ruddies, and are generally subject to their discipline—something that Ruddy Orion player characters should keep in mind when playing with Green Orion player characters.

GREYS

Grey Orions are not seen in public or discussed for a couple of good reasons. First, other Orions consider them disgusting, unwholesome, and unworthy of being alive. They are kept under wraps, usually deep underground or hidden in life-support chambers, because of their deformities and disabilities. Some have twisted limbs; some are missing limbs entirely. Some cannot stand light; others are sensitive to the slightest amount of dust. This is not how they were originally, but other Orions have made them this way. Without constant and expensive care, most would soon die exposed to air, light, food, or water.

Grey Orions are slighter, smaller humanoid beings as slender as the Ruddies but shorter. Of course, their most striking characteristic is their color, which ranges from light grey to charcoal. In the rare instance that Greys are exposed to sunlight, their skin acquires a deep metallic hue, like the fender of a taxi. Their eyes and hair run to similar shades and will usually match the individual's color. Complementing their satanic appearance are straight, stiff hair and their large, naturally yellow teeth. Add an induced disability or two and they are enough to frighten even a hardened spacehand.

Grey Orions are kept because they possess talents that no other Orions do. They are good with machines and understand the higher mathematics and physics needed to design and build them. Besides neutralizing the myriad booby-traps on captured computer systems, spacecraft, air-cars, and residences, Greys also serve as librarians of all types, as they run the computers and the memory banks. They can be invaluable resources in negotiations and while planning strategy. Because their own needs require it, they also guard the remaining store of Orion medical lore. Of all Orions, they are the only people to pursue knowledge for its own sake.

Of course, Greys return the scorn shown them, but they are content with showering small insults, petty delays, and annoyances upon their masters, called *Utan*, instead of openly rebelling. They are dependent on the outer Orion world for materials and wealth, which a vindictive *Uta* would withhold for punishment's sake. With only sporadic, easy work to do, Greys lead a life of leisure, where their most pressing needs are relieving boredom, tinkering with machines, and communicating with other *guldin*, or sealed quarters designed for Greys. Sometimes, they play murderous games with other Greys, feeding them false data or sabotaging their projects at a distance because of minute differences of opinion or out of some inconsequential personal disagreement. In their hermetically sealed environments, *every* minor irritation is a major offense, and in the computer systems, the databanks, and the commlines, a strange but also very Orion kind of power struggle will occur for reasons even Green and Ruddy children would think ridiculous.

Players who take the role of Greys are opting for a very different kind of role-playing experience. Technically more adept than either Ruddies or Greens, they are also physically much weaker and will have to accept a randomly rolled handicap. Their numbers in the Orion population are miniscule—no more than five percent of all Orions—and they are only found in large, permanent settlements. When they have to be transported (which is often for the need for their skills is great) their cumbersome life-support facilities and air-, water-, and food-recycling machinery must also be transported at someone's considerable expense.

HALFBREED

All told, there are probably no more than 50-odd Orion halfbreeds throughout the galaxy. Unless disguised, they can never venture to any Orion Colony without risking their lives. Greens will rend them limb from limb in a furious riot, and Ruddies will shoot them down like vermin. They may or may not speak the Orion language, they will not know much about Orion culture, and they will not have any family connections at all. However, exceptions might include more-kindly-than-sensible grandparents, relatives who need a halfbreed as a shill in some scheme, and prominent families seeking to hide the scandal. Their culture will be confusing and draw them in different directions, and the danger of discovery and death will always be present.

Ruddy-Greens are the obvious kind of halfbreeds, but Ruddy-Grey and Green-Grey may also exist. Whether any of these two kinds exist is purely speculative. Biologically, such a thing is possible, but survival is not at all probable. Any such hybrid offspring is probably going to need intensive medical care just to survive birth—and that care is only available inside a *guldin.* A pregnant non-Grey Orion who enters such a place would never be allowed out again.

While a halfbreed's attributes are up for grabs, his skin coloration is not. He possesses spots or zebra-like stripes of both his parents' colors, instantly recognizable. All Green halfbreeds have the distinctive cloying body odor of their race.

Gamemasters are warned against allowing too many halfbreed Orions in their campaigns. One is certainly enough for several adventures.

Ruddy and Green Orion characters may opt to receive merchant training from the Federation. Use the rules in **Trader Captains and Merchant Princes, Second Edition** and start Orion characters on their chosen advancement lane. Unlike Federation characters, Ruddy and Green Orions may enter any advancement lane they wish, as their background education is sufficient to allow them to enter the best Federation merchant academy. Follow the character

ORIONS AS NPCs

Whether Star Fleet, merchant, Klingon, or Romulan, any ***STAR TREK:* The Role Playing Game** campaign can be enlivened by adding a few Orions to stir things up. They can be found anywhere in the *STAR TREK* universe, though there are places where they certainly would not be expected. For example, there are no Orion Colonies within the Romulan Star Empire, because of the scare following the destruction of their Colony at Farx. However, perhaps there are scattered guerrilla bands on some of the conquered worlds. Perhaps the Romulans spared a Colony or two as a research preserve or a slave world, sealed off from the rest of the galaxy. A thaw has been rumored in Orion-Romulan relations, possibly as a result of tentative trade in the Triangle; there could be Orion merchants as well as renegade pirates operating in the Star Empire.

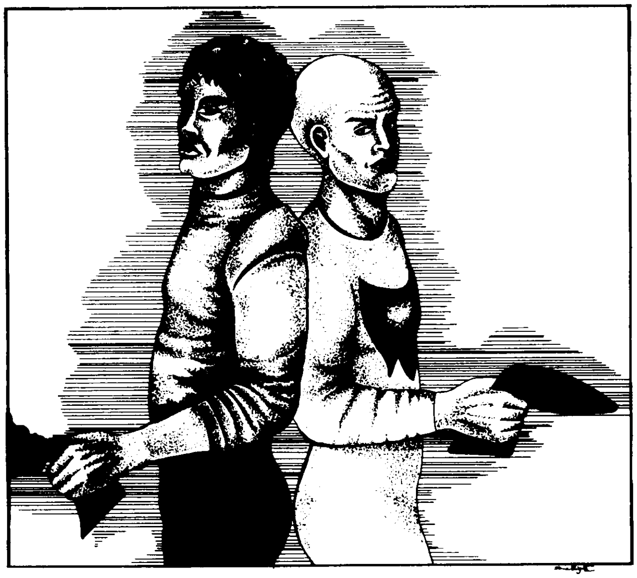
How deeply Orion Colonies may be found in Klingon space is anybody's guess. They are certainly deep in the Federation, up to Argelius, and they are slowly spreading. Some worlds have very strict controls on any resident Orions, which, of course, the Orions try to evade. Overzealous Star Fleet captains are warned: the Orions are very good at obeying the letter of the law while evading its spirit. There may be no legal reason to bag them short of catching them in the act—which should not be easy.

Some of the likeliest kinds of encounters are listed below. Gamemasters are encouraged to twist them as the mood strikes. Remember, predictability is not an Orion trait.

PIRATES

It is *very* difficult to catch Orion pirates in the act of looting a ship. As a game scenario, it would be excruciatingly boring for everyone except hopeless gun-bunnies. Wily and professional, Orion pirates are good at striking where they are not expected. It should be all but impossible for a Star Fleet ship, or a Klingon or Romulan one for that matter, to find them simply by barging around their patrol area. To track down pirates, officers must examine and analyze their pattern and compare the types of cargo they steal with cargoes sold on various worlds (which may be far from the site of the theft). Perhaps Orions on nearby worlds know their names, or perhaps they will lie. Or, unpredictably, there may be an old enemy of the pirates all too willing to tell what he knows to Star Fleet—for a price. Enemies of this type tend not to live long; after informing on a pirate, a respected source may suddenly, inexplicably, clam up or turn up somewhere dead. Tracking down pirates is a mystery game with incomplete information, lucky guesses, wild intuitions, and many red herrings. By the time the player characters find the pirates, they should want to strangle them because their search was so frustrating.

The gamemaster should make sure that NPC pirates are individuals, with particular (if not peculiar!) wants, needs, and drives. Perhaps the pirate captain has a pipeline to someone who buys dilithium at premium prices, and so besides stripping a ship of all its goods, he rips off their dilithium and leaves them helpless in space. Maybe a revolution somewhere needs ships, and so the pirates strand the crew on a nearby world, with or without food, water, or air. If someone needing a specific cargo hires more than one pirate ship, blowing away one pirate may not stop the robberies. It may become necessary to track down this hidden purchaser to stop the raids. Few things confound Star Fleet characters more than leaving the pirates alone to track down some shadowy fence or behind-the-scenes fat cat.



Do not neglect the irrational. Neither profit nor the acquisition of goods may be the pirate's motive. It is possible that pirates are stealing goods to *deprive* someone of their use; for example, to intercept arms shipments to a hostile planetary government. Moreover, pirates are perfectly capable of waging war among themselves. There can even be times when pirates cooperate with legal authority to neutralize a common danger or simply to wipe out a rival. Although Star Fleet is less susceptible to this than the Klingons, it is just as likely to get burned.

Pirates do not bother much with planets—small outposts generally do not have much loot, and populated worlds are generally too well-defended. There are rare exceptions, particularly if the object is not theft but destruction, punishment, or simply a demonstration of force. Note that such demonstrations need not take place near the center of pirate operations.

For the ambitious officer (or daring and suicidal mercenary), the only decent target worth taking on is a pirate base. Finding it will be a major problem, as it is usually well-hidden and in uncharted or disputed space, such as near Klingon and Romulan space or out where the Gorns claim their worlds. Or it could be hidden in the teeming masses of a populous planet, preferably with a large Orion Colony where the Orions are heavily armed and protective of friends. Alternatively, it could even be a large warp-driven space station or a fleet of service vessels. A frontal assault on such a thing would be foolhardy, unless the base were left undefended (not at all likely). Sneaky characters may try to infliltrate the base by a ruse, but they risk detection, capture, torture, and death. Having their warship near at hand may not help. Pirates are fully capable of trading a hostage for their own safety, and making such a deal with pirates can wreck more than one promising Star Fleet career.

MERCHANTS

Every Orion is a merchant, wheeling and dealing with the best of them. Trying to create adventure situations about them can be a baffling task, too open-ended and too often producing Harry Mudd in green skin. Implementing Orion merchants into a game is a matter of recognizing that the situations will be different depending on whether the player characters are Star Fleet, civilians, Klingons, or Romulans.

Star Fleet characters facing civilian Orions will have to penetrate a dark and alien world, where things are not always as they seem. To ferret out the smugglers of a certain commodity, player characters may have to trace connections, question purchasers and sellers, take down ship registries, and gauge the flow of illicit commerce. Corporations themselves cannot be arrested or tried in court, but certain individuals in them can be. It is possible that the people at the top really were *not* involved in the scheme.

Whether built around a family or along more traditional lines, Orion corporations sometimes have the wealth and power of a totalitarian civilization. Enormous power is in the hands of a privileged few or a single being, bound by no law but that of might. They have troops, ships, and aims that may be a little too greedy—the forcible takeover of another world (or at least its major industries), the control of a spacelane (perhaps aided by pirates paid to loot certain ships), or the destruction of competitors by sabotage, scandal, or brute force. An Orion merchant or merchant company may ask Star Fleet to help against corporate attack, if it finds itself overmatched, but it will certainly want to hide the fact from other Orions.

Orion merchants encountering Klingons or Romulans follow the same lines, with the exception that the Orions will play one faction off against another. (They are also capable of turning the Federation against either the Klingons or the Romulans—or another Orion interest, civilian or official.) Gamemasters should beware of the kamikaze corporation—the Orion company that blows the whistle on a rival and is itself destroyed in the course of the action. Such things occur rarely in the Orion world of business, and there will always be people in the organization who will do their best to keep their jobs—up to and including taking over the company through a coup d'etat.

In the Triangle, on the borders, and with unscrupulous people everywhere, there will be smuggling of weapons, drugs, art objects, jewelry, and every other high-cost, low-volume commodity. It is almost impossible to halt the traffic to or cut off either its production or the market for it, but there may be a falling-out between supplier and distributor. The Klingons decide to squeeze more profits out of their Orion contacts, or the Orions put the heat on a minor Klingon governor for a larger stake of his operations. This ruckus could draw attention through something as minor as the murder of a lower-echelon spy or as major as political unrest throughout a world.

Although wary of the Orions, Romulans are vulnerable because of their poverty. If a needed commodity supplied by Orions has a sudden price increase or if the supply is reduced for any reason, the Romulan reaction is nearly always armed intervention—which the Orions resist, strongly, every time. In addition, there are the usual problems of dealing with the Orions, who have no sense of honor.

Against the merchants and traders of the Federation or the Triangle, Orion merchants are a powerful threat. Even if they have only a single ship, Orion merchants will have to be out-thought and out-fought if the player characters are to have a profit at all. An Orion firm may hire a ship to operate a trade route for it. Such work could be perfectly legitimate and make the player characters a little money with no other effect. However, the characters may have to sell high-tech goods to natives on a prohibited planet or export a cheap and possibly dangerous commodity. Merchants working for a legitimate firm may suddenly be told to handle a not-so-legal maneuver (smuggling, illegal contact, even the transport of illegal persons) if they want to keep their jobs.

Orions are not always the ones to initiate the illegal deals. If player characters wish to get into sordid business, doubtless they can find an Orion contact with a friend of a friend who has a cousin who works for somebody who can get them started. Of course, once they are shown the ropes, they may find it difficult to switch jobs, particularly if they are successful. On the other hand, if they are not very good or goof up an important mission, they may find themselves the targets of a hired hit-man.

There is the possiblity that the player characters work for a decent Orion employer in an ordinary legal pursuit, and then another company gains control of the business, catching the player characters in the crossfire. For that matter, merchant prince player characters might hire Orion ships and traders to handle their goods, then get sucked into intrigues and dangers the player characters never thought possible. Even without Orions as employees, there remain the peculiarities of dealing with Orions on their own turf—in the bazaars, the freeports, on the tradeworlds, or simply in the exchange of an Orion Colony.

For the truly ambitious gamemaster and equally pugnacious merchant crew, there is the trip to Rigel IV. There is no such thing as a typical trip to the Rigel Trading Planet; a trip can be highly profitable, devastating, or nothing but exhausting. The player characters may meet strange new races and hear wild rumors. They could find themselves recruited by desperate adventurers or impounded by the Rigellian authorities for no reason at all. Standard trading rules do not apply on Rigel IV; any sort of encounter may occur here with anyone. A gamemaster has absolute control over the player characters there and what they encounter. In that sense, it is equally dangerous for the gamemaster to let the campaign wind up there. "Do not ask for whom the dice roll; they roll for thee."

FAMILY STATUS

As Orions make many fine distinctions in status, the Socioeconomic Table provides the standing of a character's family in comparison to others. A character's socioeconomic class determines the development of his skills.

For each Orion character created, roll 1D100 and consult the Socioeconomic Class Table below. Record the die roll *and* the result; they will affect later character development. Basically, the higher the roll, the higher the skill ratings in the character's Background Skills. No rating may be reduced to less than 01.

Greens may not have a socioeconomic class higher than 90. If a Green player character rolls a higher number, the player must roll again. Gamemasters are free to modify this rule in extraordinary situations by lowering the limit to 80 or raising it to 95.

Greys, Halfbreeds, and Green Orion slave women (*lodubyaln*) are presumed to be off the socioeconomic scale completely.

RESULTS

Ruling Family

The character is in direct line to inherit at least some of his family's great authority, wealth, corporation, or planet. He receives considerable bonuses in Background Skills, but gamemasters should keep in mind that there are always those who want to assassinate or dominate such a character and use his position. Being a member of a ruling family does *not* mean a character automatically has his own wealth or power.

Prominent and Influential Family

The character comes from a family that has considerable power and status, though it must bow to the ruling families' authority. A character from such a family may feel pressured to excel and raise up his family's authority. In game terms, Background Skill bonuses are not as great as for ruling family characters.

Prosperous and Respected Family

Not quite out of the running for authority but not as driven toward it, this family is doing very well financially. It has a voice in matters beyond its immediate control, and is more or less content with that. Background Skill bonuses are not as great as for those of the higher classes.

Comfortably Well-To-Do Family

The character's family is more than reasonably prosperous but not particularly powerful. Background Skill bonuses are fewer.

Upper, Solid, and Lower Middle Class Families

Not wealthy, not weeping, these families provide no bonuses to Background Skills. The vast majority of all Orions fall into these categories.

Up-And-Coming Poor

A character from such a family receives no bonuses or penalties to Background Skills.

Struggling Poor

The character's family is not really doing well at all, whatever its line of work. Powerless and hardly hanging onto its own, it cannot educate the characters well, hence the Background Skills subtractions.

Desperate Poor

The family of the character is on the verge of dissolution. Subtractions from Background Skills are substantial.

The Stricken

In a culture that rewards wealth and abhors poverty, this family has lost the war. It has no resources to draw upon and no better-off relations or even friends who can or will help. The character must suffer paralyzing penalties to Background Skills. To compensate, a character whose family is stricken receives these skills after other reductions:

Cbt, Armed, Knife	10
Streetwise	20

Slime

Orion families who sink to this depth are very few. A family in name only, they are on the bottom fringe of Orion society with no resources, money, relations, or friends, and they bear the weight of an entire culture's scorn. A character from such dregs is completely on his own, and probably desires only to get as far away from his family as possible. *No* Background Skills are allowed except the following:

Cbt, Armed, Knife	10
Cbt, H-T-H	10
Negot/Diplo	10
Streetwise	20

SOCIOECONOMIC CLASS TABLE

d%	Class	Family Description	Skill Modifiers
01 - 03	1	Ruling Elite	+10 to ALL Background skills
04 - 09	2	Prominent/Influential	+05 to ALL BG skills
10 - 18	3	Prosperous/Respected	+05 to ANY 3 BG skills
19 - 30	4	Comfortably Wealthy/Well-To-Do	+05 to ANY 2 BG skill
31 - 44	4	Upper Middle Class	-
45 - 65	5	Solid Middle Class	-
66 - 80	5	Lower Middle Class	-
81 - 90	6	Up and Coming Poor	-
91 - 95	7	Struggling Poor	-05 from ANY 1 BG skill
96 - 97	8	Desperate Poor	-05 from ANY 3 BG skills
98 - 99	9	The Stricken	-05 from ALL BG skills
00	10	Slime	NO BG skills allowed at all.

ROMULANS

Romulan. The word strikes dread to the hopeless hearts hearing it; for the Praetor's flock is ever on the wing seeking blood.

Before TNG Klingons became the honorable ones, it was the TOS Romulans. Before the TNG Klingons became the stoic warriors, it was the TOS Romulans. Before the TNG Klingons could cloak, it was the TOS Romulans. Before TOS Klingons, it was TOS Romulans; the first enemy.

Everything the Klingons became over decades since was taken from TOS Romulans, leaving TNG Romulans as little more than snidely incompetents, bumbling around to the point of their STAR EMPIRE unable to evacuate two single planets (in yet further parallel dimensional permutations of base-reality). (And do let's forget how supernovae actually work with hundreds of thousands of years of warning signs. And red matt... (*Ugh. And I thought FASA took things to some silly ends!*)

Jack Photon here presents for your gaming pleasure, the one, the only, the superlative, *Original Romulans!*

Let us salute Mark Lenard and his Centurions! Let us toast Commander Joanne Linville!

These are the Romulans of Imperial Rome. These are the Romulans of Shogunate Japan. These are the Romulans that Lt. Stiles lives in bitter fear and hatred of. And a'feared is rightly so! For Stiles knows the vicious and inhuman ferocity of "The Romulan Way". No quarter. No prisoners. No mercy. No hope.

While Klingons are ruthless, Romulans are merciless. While Klingons conquer for resources, Romulans conquer for personal glory, for personal honor and in tribute to their Praetor. Romulans conquer!

"You'll know, sir. They're painted like
a giant bird-of-prey."
-Lt. Stiles, U.F.P.

World Log: Romulus

System Data	
Name:	**Stelam Rom'Inz**
Star Type	**G**
Coordinates:	
# Planets	**11**
# of Class M:	**2**
Asteroid Belt	**Y**
Planetary Data	
Solar Position	**2A**
#Satellites	**Circum-binary**
Gravity	**1.1g**
Diameter	**14,300 km**
Circumference	**44,000 km**
Surface Area	**561,000,000 sq km**
Percent Land	**53%**
Land Area	**297,330,000 sq km**
Conditions	
Length of Day	**22:00 hours**
Atmos Density	**Terrestrial**
General Climate	**Tropical**
Mineral Content	
Normal Metals	**12%**
Radioactives	**02%**
Gemstones	**06%**
Industrial Crystals	**Trace**
Special Minerals	**Trace**
Cultural Data	
Sentient Species	**Romulan**
Dominant Lifeform	**Mammalian**
Cultural Index	**999995-87**
Trade Profile	

World Log: Rav's (Remus)

System Data	
Name:	**Stelam Rom'Inz**
Star Type	
Coordinates:	
# Planets	
# of Class M:	**2**
Asteroid Belt	
Planetary Data	
Solar Position	**2B**
#Satellites	**Circum-binary**
Gravity	**0.6g**
Diameter	**7,800 km**
Circumference	**24,000 km**
Surface Area	**306,000,000 sq km**
Percent Land	**26%**
Land Area	**79,560,000 sq km**
Conditions	
Length of Day	**16:00 hours**
Rotational Period	**900 hours**
Atmos Density	**Thin**
General Climate	**Warm Temperate**
Mineral Content	
Normal Metals	**36%**
Radioactives	**16%**
Gemstones	**09%**
Industrial Crystals	**05%**
Special Minerals	**08%**
Cultural Data	
Sentient Species	**Romulan**
Dominant Lifeform	**Mammalian**
Cultural Index	**999983-76**
Trade Profile	

The Romulan Confederation is the other major rival of the Federation. The Romulan race is thought to be an offshoot of the Vulcan race which never got over its militaristic ways.

Though physically similar to the Vulcans, the Romulans are not physically as strong. (The Romulan planets are believed to be less harsh and demanding of climate than Vulcan. Thus, the Romulans have not developed into quite as hardy a race.) Also, since Romulan culture favors obedience over original thought and action, Romulan intellectual achievement is not as high as that on Vulcan, on the average.

In development of psionic abilities, Romulans are, unlike their Vulcan cousins, lukewarm toward such research. Thus psionics are not a widely developed or prized ability class. Romulans, however, have not abandoned reliance on intuition and hunches to the extent that the Vulcans have done so, causing them to have a "luckier" reputation than Vulcans.

The Romulan lifestyle is a Spartan existance, with personal wants sublimated for the good of the whole. The Romulans are great warriors, but fight in a cool, calculating manner. They take no prisoners, ask and give no quarter, and demand instant obedience from soldiers and populace alike. In one sense, the populace is the army, as all Romulan citizens are required to serve with armed forces in some capacity for a period of time. The Romulans are intelligent, dedicated, and very efficient.

A so-called neutral zone was established between the Federation and Romulan space. Border posts were placed on both sides, with all ships permanently banned from entering the no-man's-land thus established. But the Romulan pride eventually asserted itself, leading to a number of incidents between Federation and Romulan vessels in recent years.

Most recently, the Romulans have made contact with the Klingon Empire and formed certain trade and technology-swapping agreements. This had led to the adoption of Klingon-design ships (including D-class battlecruisers) by Romulan fleets, replacing to some extent their less powerful Bird-of-Prey class ships. Romulan soldiers and guards also are known to use Klingon-design sidearms.

Unlike the Klingons, Romulans practice equality of the sexes, being more interested in the efficiency of an officer than his/her sex. Romulans, unlike Vulcans, are very much creatures of pride, emotion and passion, possessing the capacity for great violence when provoked.

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THE VULCAN HERITAGE

That Romulans and Vulcans share a common heritage is almost undeniable. The evidence for this, available to the Romulans and in part to the Vulcans and the Federation, is biological, evolutionary, archaeological, and cultural.

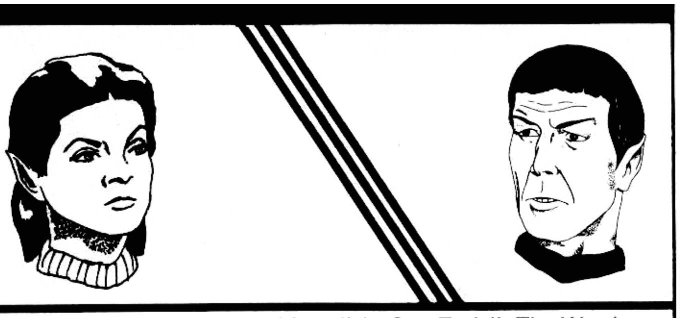
Romulans have the same body structure and appearance, the same anatomy, and the same physiology as Vulcans, right down to the copper-based blood. The placement of organs is the same, as is their function. For example, the transparent, inner eyelid in Vulcans exists in the Romulan eye structure as a vestigial fold of tissue. Romulans are psionic, as well, though they have not developed psionic techniques as highly as the Vulcans. The climate of Romulus is responsible for the physical differences between Romulans and Vulcans. It is not as harsh as Vulcan's, but is harsher than Terra standard, which explains why Romulans are hardier than most Humans, but not as tough as the average Vulcan.

Romulan science, once it developed sufficiently, was quick to discover that Romulans could not have evolved naturally on their home planet of Romulus. There are no life forms similar enough on the planet to support any sensible theory of evolution; the seas on Romulus are not soupy with copper salts like those on Vulcan, making it unlikely for a copper-blooded organism to develop there.

Furthermore, Romulan archaeologists have found 7 areas on Romulus that were all settled at the same time, with little or no deviation in cultural development. The settlements are located at what are today the city-states of Caranam, Portora, Kanassarum, Labasasz, Dinalla, Pulla'd, and Farrad, all world leaders; remains of many of the walls surrounding the old cities can still be seen today. There are no records of any earlier peoples on the planet from whom these settlements may have derived, nor artifacts or evidence of tool use prior to these settlements. Research also indicates that farming implements, tools, language, and art in all seven settlements were similar.

Lastly, from the earliest times, Romulan legend has said that the Romulans were placed on their homeworld and told to build a road to the stars. The archaeological evidence is very strong support for these legends. It is likely that the people in the earliest settlements had to be transplanted there – seven separate tribes do not develop nearly-identical language and culture at the same time.

MIXED BLOOD



by **Jeffrey K. Mills**

"We've run a number of blood tests on Mr. Spock; it isn't true Vulcan blood either. It has human blood elements in it."

Christine Chapel
"Journey to Babel"

With this and many other quotes from *Star Trek*, we can see that Mr. Spock is not only different from normal humans, but from normal Vulcans as well, both mentally/emotionally and physically. Why then, does ST:RPG2 not reflect this fact? I, for one, see it as an opportunity for yet another possible character race, one which would add greater flexibility to the game.

ST:RPG2 reflects half-human/half-Vulcan characters in an unusual way by simply stating that the characteristics of a half-Vulcan will conform to the type of culture the character is raised with and the planet he/she is raised on. While it is true that persons, whether human, Vulcan, Caitian, or whatever, will vary somewhat depending upon the planet that character is raised on, it is to be assumed that the majority of planets covered in ST:RPG2 are so close to the norm as to be virtually the same. This seems to be a "universal constant". Anything else would be extremely time-consuming in terms of the time it would take to explain the differences between them.

We cannot avoid discussing the planetary characteristics of Vulcan, however. It is a hot, dry planet with a slightly heavier gravity and a thin atmosphere. This, presumably, is primarily why Vulcans receive the modifiers they do on their initial ability scores. Vulcan's harsh conditions have bred a hardier race, accounting for the increased STR and END scores.

Culture, too, plays a part in the differences between humans and Vulcans. Vulcan has an extremely logical society, conditions which easily lend themselves to intellectual pursuits, explaining their increased INT and PSI scores. The logical basis of their culture gives us the reason for the reduced LUC of Vulcans as well. A people as logical, and hence, analytical as the Vulcans will have a much more difficult time understanding and interpreting illogic than a human would.

So we can see that it is possible that a Vulcan raised on Terra or a human raised on Vulcan would be slightly different physiologically than if raised on their native planet. A human raised on Vulcan would be used to the altered conditions present on Vulcan, but be very uncomforable under standard Terra conditions. And a Vulcan raised on Terra could hardly help but be more emotional as well as less adept in harsh conditions, but would possibly possess some measure of human intuition (luck).

As we have discussed, half-Vulcan physiology differs from either human or Vulcan. But, although there would be some small variation between Terra-raised Vulcan physiology and that of native Vulcans, the base adjustment would still be +10 to STR and +5 to END.

Cultural factors also play a major part in one's upbringing. The cultural environment a child is raised in affects him throughout the rest of his life. It is difficult, at best, to try to change one's behavior patterns. Therefore, a half-Vulcan raised on Vulcan would receive the full +10 to INT, − 40 to LUC, and no modifier to PSI, while one raised on Terra would receive no modifier to INT or LUC, but a −30 to PSI. The half-Vulcan raised on Terra would probably not be trained in Vulcan psionic techniques, either.

With the introduction of Saavik in *Star Trek II: The Wrath of Khan*, we encounter a whole new series of problems. From *"Balance of Terror"*, we are able to form a possible hypothesis that Vulcans and Romulans evolved from the same parent race. In *"The Enterprise Incident"*, this theory is further proven by the similarity in the cultural rituals of the two races. Considering these factors, it should not be too difficult to believe that the two races are genetically compatible for interbreeding. Saavik is such a hybrid. Although not emphatically stated in the last two films, the novelizations clearly state that she is the offspring of a rare Vulcan/Romulan cross. While it is probably true that Saavik is not the only hybrid of this kind, they are extremely rare, far more so than Human/Vulcans. The Vulcans and Romulans do not normally associate with each other, and their cultural views have radically diverged, so even if they were together, it is unlikely that the two races would ever mate or marry. Because of this, the resultant hybrid probably occurred from a forced intermingling of the species. It is illogical for Vulcans to behave in this manner, so we must conclude that Romulans force themselves on Vulcan captives.

The physical characteristics of the Vulcan/Romulan cross would be very similar to those of either race individually; Romulus and Remus are worlds almost as harsh as Vulcan. Therefore, a +15 to STR and a +10 to ENDwould be the physical characteristics of the hybrid. All Vulcan/Romulan children would probably gain the Romulan's increase in DEX of +5, due to cultural conditions placed on them within the Star Empire during their very early years. Culturally, the Vulcan/Romulan offspring will almost always be initially brought up within the Romulan Star Empire due to the circumstances under which they were conceived. If rescued by the UFP, these children could be raised on Vulcan or elsewhere in the Federation. For Vulcan/Romulan hybrid player characters, it can be assumed that they will take on the cultural characteristics of whichever type of campaign they are participating in; a Federation or a Romulan one. Hybrids raised within the Star Empire would, therefore be more intuitive than their Vulcan cousins (LUC only −10), but not as highly trained in psionic disiplines (−20 to PSI).

On the other side of the Neutral Zone, these hybrids would gain both benefits and detriments from their initial exposure to the Romulan Way and later exposure to Vulcan Mysticism; they would likely be more intuitive than pure Vulcans (LUC −30); they would have full psionic training but not be as adept with it (PSI −10); and their later educational and cultural training would place less stress on the intellect (INT +5).

	STR	END	INT	DEX	CHA	LUC	PSI
Vulcan/Human							
Vulcan Culture	+10	+5	+10	–	–	−40	–
Human Culture	+10	+5	–	–	–	–	−30
Vulcan/Romulan							
Vulcan Culture	+15	+10	+5	+5	–	−30	−10
Romulan Culture	+15	+10	–	+5	–	−10	−20

■

SKORR

World Log: Zainah	
System Data	
Name:	**Aayo**
Star Type	**A**
Coordinates	
# Planets	**12**
# of Class M	**1**
Asteroid Belt	**Y**
Planetary Data	
Position in system	**5**
#Satellites	**2**
Gravity	**0.95**
Diameter	**14,950 km**
Circumference	**46,000 km**
Surface Area	**586,500,000 sqkm**
Percent Land	**26%**
Land Area	**152,490,000 sqkm**
Conditions	
Length of Day	**29:00 hours**
Atmos Density	**Terrestrial**
General Climate	**Temp, Warm**
Mineral Content	
Normal Metals	**29%**
Radioactives	**40%**
Gemstones	**21%**
Industrial Crystals	**19%**
Special Minerals	**56%**
Cultural Data	
Dominant Lifeform	**Avian**
Cultural Index	**999882-98**
Trade Profile	

The Skorr in recent centuries past have been a fierce warrior people, proud and strong.

As the Vulcans had Surak, the Skorr have Alar, their savior. The Skorr were close to total self-annihilation, so great was their thirst for blood.

Alar's message of peace swept through the Skorr people. Today, their warrior past remains on display, heavily intertwined with ceremony, ritual, art and music.

On his death, Alar's brain patterns were embedded into a sculpture, itself made of indurite. 'The Soul of Alar' is the symbol of the people.

The sculpture is considered a living and holy relic, so revered that, should it ever be stolen, the loss would trigger a racial fury so great as to consume the galaxy in total war.

The Skorr (and Aurelians) are very high tech societies. The Skorr specialize in Biogenetics and could in two standard years breed an army of two-hundred billion warriors.

The Skorr are one of the few sentient avian species in the local galaxy. Their distant cousins, the Aurelians are presented here as well. The Aurelians did not go down the warrior path, but into the creative arts and curiosity of all around them that are the sciences.

The Skorr are not U.F.P. members, though the Aurelians are. The Skorr can be found visiting Federation worlds while the Aurelians actively serve in Starfleet, though their wings can limit the types of ship they serve upon. Aurelians prefer shoreside assignments as a ship can seem like a cage after not long at all.

Each of the two species stands 2m - 2.5m tall, roughly 6 - 8 feet. Their wingspans are typically ~6m or ~12 - 20ft range.

As with all flighted creatures, Skorr and Aurelian bones are mostly hollow to conserve weight and consequently very brittle.

Skorr tend to be at the golden end of yellow while Aurelians tend to the lemon-side of yellow. Plumage ranges from plain to resplendent and in ever greater variety of colorations.

The primary distinction between the two species is that they have different crests upon their heads and the Aurelian neck and limbs tend to be much thinner. There are other minor variations between the two, but you really have to study them to see.

There are no visual differences between the sexes, though the vocalizations of the female tend to be higher pitched. Males tend to be more aggressive. Both tend to share duties, especially in regards to raising offspring.

Chicks are born from eggs and mature earlier than humans, though share the same general developmental stages. Flight is inherent to both species and the notion of not being able to 'stretch their wings' is abhorrent.

World Log: TELLAR	
System Data	
System Name:	61 Cygni
Map Coordinates:	1.49N 1.91W
Number Of Class M Present:	1
Planetary Data	
Position In System:	V
Number Of Satellites:	3
Planetary Gravity:	1.25g
Planetary Size	
Diameter:	8,500 km
Equatorial Circumference:	26,700 km
Total Surface Area:	227,000,000 sq km
Percent Land Mass:	50%
Total Land Area:	113,500,000 sq km
Planetary Conditions	
Length Of Day:	20 hrs
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	40%
Radioactives:	20%
Gemstones:	10%
Industrial Crystals:	20%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Tellarite
Technological/ Sociopolitical Index:	998989-78
Planetary Trade Profile:	EAAGADG/A (A)

Tellarites are basically humanoid, but with a pinker skin tone than human caucasians (due to higher normal blood pressure). Tellarites have more facial and body hair than humans, with hair covering all but the frontal face and the hands. Such hair is not at thick as animal fur, but is more reminiscent of an extremely hairy person.Their home worlds have a thinner atmosphere than Earth, leading to their overdeveloped nasal openings, which have been unkindly compared to the snouts of Earth swine. (Tellarites take immediate and strong offense to such comparisons!) Members of the Tellarite race are racially suspicious, argumentative and brash, at least by Human standards. Those who trust too much or give in too easily are considered weak fools in Tellarite society. Tellarites, needless to say, make poor diplomats. They enjoy a good argument, and a merchant's bazaar on a Tellarite world is a very lively place, indeed!

Tellarites are fond of food and drink – and lots of it. Fortunately, alcohol has little adverse effect on them. (It only makes them more stubborn). Nevertheless, they are capable of going twice as long without food or water as the average human, since they carry an extra abdominal roll of fatty tissue. This abdominal tissue makes them look portly, but such is natural for a Tellarite, and they can, in extreme cases, live off this fatty deposit for quite a while. Generally, though, they'd rather not skip a meal.

PLANETARY DESCRIPTION

Tellar is a warm, terrestrial world about half the size of Terra. It has few mountain ranges and deserts, as most of the land is covered with either swamps or plains. Though 50 percent of Tellar's surface is covered with water, there are only two medium-sized oceans. The majority of the water is contained in the numerous fresh-water lakes and streams

RACIAL DESCRIPTION

The inhabitants of Tellar seem to have acquired an unspoken stigma from other worlds in the Federation. Such phrases as "stubborn as a Tellarite" or "pig-snouted argumenter" have often been used to describe Tellar's inhabitants. However, those who look beyond the surface aspects of the Tellarite race have found that they possess noble and praiseworthy attributes.

Being argumentative is natural to a Tellarite, and they cannot understand why other intelligent races do not enjoy it as much as they do. Other races take offense while arguing with Tellarites because Tellarites are adept at finding the weak point in their opponents' arguments, thus showing that their point of view is the soundest.

Tellarites are very honorable beings, but few can appreciate their honor. This honor stems from a respect for truth, but only a truth that can be defended in open debate. A Tellarite believes that truth is on the side of the being who argues his point better. A Tellarite will always carry out his promises, but he must be nailed down on every detail, as Tellarites have a talent for finding loopholes in almost every agreement. Outright deceit is one of the few taboos in Tellarite society. Although Tellarites never lie, they only tell their own form of the truth.

Tellarite scientific endeavors are performed with a dedication few other races can match. This dedication sometimes borders on the obsessive—some Tellarite scientists have been known to immolate themselves after a particularly disappointing failure. Although not understood by other races of the Federation, this attitude has helped the Tellarite race to expand the limits of Federation knowledge.

Even today, few outsiders know much about Tellarite society. Family groups are rarely seen in public, females and children are normally kept secluded in Family Compounds. Only rarely do Tellarite workers and merchants permit their family members to leave their home planet and accompany them into space. The public presence of a high-ranking Tellarite diplomat and his family is usually worthy of Federation Infonet coverage, and even then, only brief glimpses of the entourage are seen. Armed family retainers make no bones about keeping idle curiosity seekers at a distance. The Tellarite's protectiveness of his females and young seems to stem from some unusually strong ancestral urge to keep all predators away from the herd. As Tellarite society opens up to contact with other Federation races, this instinctive behavior may lessen.

RACIAL HISTORY

Tellarites descended from herd animals that roamed the wide, expansive, sun-baked plains of Tellar. The scarcity of water and food forced these bipedal, omnivorous beings to develop cunning ways of survival, which eventually evolved into real intelligence. Over the millennia, the leader of the Tellarites often had to defend his position not by trial of strength (as with most herd animals), but by the expression of his intellect through debate. Known to last for several days, tests of intelligence ended when one participant accepted his opponents' reasoning, thereby allowing the herd to follow the victor.

Tellarites achieved a unified planetary government at about the time of the first Terran-Alpha Centauran contact. As they prefer to argue out their differences, Tellarites have experienced few wars. Only rarely do they come to blows, and murder is almost unknown on Tellar. Modern medicine and treatment usually cures those mentally disturbed inhabitants who have ever killed another Tellarite in anger. When treatment fails, Tellarites are usually sent to some offplanet institution, such as the Tellarite Mental Health Complex orbiting Gavoc VII, the penal colony on Tantalus V, and the asylum on Elba II.

PLACE IN THE FEDERATION

Ruling Mothers of Tellar encourage the race to devote themselves to productive pursuits. Tellarite firms that construct life support systems are very prosperous, as Tellar-designed components are typically more reliable and easier to operate than other manufacturers' units. Tellarite development of ato-elemental microcircuitry, which is tough enough to be installed in warp engines, has made Tellar the leader in engineering control mechanisms throughout the Federation.

Tellarite corporations manufactured most of the control circuitry in Terra's newly constructed Space Dock. Tellarite research into tissue regeneration and microlaser surgery has revolutionized Federation medicine over the past few years. The Ggramphud Histo-Cryogenics Corporation is the Federation's leader in the field of cryothermic (super-cold) medical treatment. Through their research, Tellarite doctors and scientists have made many drug therapy treatments obsolete, and cryothermic treatment is safer and more effective than many drugs used at Federation medical facilities.

Tellarites have settled over 50 worlds, mostly since they joined the Federation. These colonies appear to be governed by a system mirroring the one on Tellar.

Most of the worlds settled by Tellarites have few other Federation races on them, though the larger trading center planets have high numbers of non-Tellarites. Nearly 100 other Federation worlds have a Tellarite settlement on them. Most Tellarites fear that too much contact with outsiders will disintegrate their social structure, yet value the ideas and technology offered by those outsiders. This dilemma has been the Tellarite's most popular subject for argument during the last 50 years. Membership in the Federation has advanced Tellarite knowledge, but has also introduced 'dangerous' concepts, such as equality of the sexes.

There has been dissent among some Tellarite factions within the government concerning their future in the Federation. Some extremists have even begun splinter cultures of their own, ignoring the existence of the Federation entirely, and settling on distant planets, where they engage in smuggling, piracy, colonial raiding, and unlicensed mining against non-Tellarites, of course. The Ruling Mothers of Tellar have tried in vain to come to terms with these renegades, and the Tellarites will not allow other races to interfere with what they consider to be an internal problem. The acts of these splinter groups have increased tension between the Tellarite and Federation governments, and it is only a matter of time before Star Fleet steps in to halt these illegal operations.

Throughout the Federation, Tellarite participation is increasing. In addition to starships fully crewed by Tellarite personnel, Star Fleet has begun to integrate Tellarites into multi-racial crews on some of the finest research vessels and military starships. Their instinct for familial protection is decreasing to the point where some Tellarite females may soon begin training for various duties away from their family compounds and enclaves, perhaps even with Star Fleet itself. The general opinion in Tellarite society is that change is, indeed, inevitable. Although some Tellarites wish that they had never joined the Federation, most realize that secession from the Federation would inevitably mean the destruction of Tellarite society. Without the unity and the protection of the Federation behind it, the Tellarite sphere of influence would soon be overrun by independents, with no respect for the rights of Tellarites. There is little doubt that the Tellarites will continue to be a dependable and efficient member of the Federation, contributing more than most to its development. In fact, some Tellarites are as proud of the Federation as they are of their own homeworld.

The Tellarite civilization has the unique distinction of being the only subterranian culture ever to attain space flight. The Tellarites are the 'youngest' of the five founding members, having achieved cultural and social unification around the time of the first Human-Centauran contact. However, the Tellarites extended themselves farther and faster than any of their companion races. Motivated by hopes of locating new mineral resources, Tellarite traders were the first to discover the vast resources of the Orion Homeworlds and the first to begin trading with various Orion trading houses. The Tellarites' imperative for trade and barter stems from the need to deal with their twin problems of native overpopulation and a scarcity of mineral reserves within Tellar's home system.

The Tellarites' squat and hairy appearance adds much to their reputation for being pugnacious, quarrelsome, and generally ill-tempered. Although Tellarites possess a strong territorial sense, which extends to considerations of personal rights, they are no more quarrelsome or ill-mannered than any other sentient being conscious of his own planet's welfare. Socially, Tellarites are protective of their young and have a strong sense of family and extended social obligations. In addition, they have a distinct love of argument and conversation. Combined with their high intelligence, their enjoyment of risk-taking makes them natural diplomats, explorers, and gamblers.

Tholian Assembly

Tholians are one of the most unique species in the local galaxy, qualifying as a 3rd form of life; carbon, silicon and crystalline-based.

The very first form of Tholian to exist was little more than light trapped in a liquid crystal solution untold billions of years ago.

Light bounces into fractalized crystals, bouncing around in ever more complex facets, sometimes becoming trapped. And over a billion years of a billion crystals on a billion worlds, that 0.00001% emerges and takes hold. Life emerges!

The crystal learns to manipulate its envio and cause directed self-growth. Shards split, holographic memory images splinter and form new entities. Forming under high heat and high pressure, Tholian crystals 'soon' developed into complex matrices of feedback loops eventually leading to the directed formation of crytaline appendages and eventual sentience. Light reflects down one path, refracts back. another. When refraction is not received, a loss is registered.

Isn't it amazing what billions of years across trillions of galaxies and even more trillions of failures can lead to? Even 'trillion' is a small number in this regard.

Tholians occur in a myriad of forms and speaks to the term "Tholian Assembly", for the crystal nature allows them to assemble into new forms and evolve over time. Tholians do not necessarily 'die' as carbon-based life knows death.

Tholians can be found from as small as a stone to as large as a figurative mountain. Tholian society eventually developed to directed and specialized crystal formations, grown to purpose. The purpose may be individual drone workers. The purpose may be million-ton cargo freighters plying the space lanes. There are an infinite variety of form and function between.

The base physiology of a Tholian is a mix of high-temperature liquid crystal solution and multi-temperature outer carapace. The liquid crystal solution delivers growth nutrient to new or damaged areas of the Tholian. It also acts as a lubricant between hard-surfaces, forming a sealed gasket.

These options mentioned allow for two forms of Tholian limb. First is a joint similar to carbon-based crustacean life such as the Earth Lobster. The other form of joint is a sealed gasket type with one crystal surrounded by a crystal sheath. This joint allows for 'pile-driving' or piston-like motion. In this case the liquid crystal seals the gasket while facets along the length of the crystals allow neural transmission to the 'limb'. The piston-nature allows for exceptional transmission of force while the vacuum-aspect returns the limb to home position.

The varied manifestations of Tholian form is almost infinite. Even so, a non-Tholian would be hard-pressed to differentiate between two otherwise similar Tholians. The coloration, faceting, density, opacity and other factors are too similar for non-Tholians. Tholians themselves recognize each other based on harmonic vibrations.

Where carbon-based life is based on electrical impulse, crystal-based life, the Tholians at least, use photons with the various vertices and facets natural to crystals forming a holographic neural network.

Dilithium crystals share a special history with Tholians. While dilithium cannot itself become the basis of a Tholian, larger Tholians learned to first use it as an internal energy source and then later for the warp space possibilities dilithium is known for.

Being crystaline in nature, Tholian senses share no commonalities with carbon life. Tholian senses are little more than their body's ability to detect vibrations down to the atomic scale, a form of sonar of sorts. Tholians are ever in-tune with their surroundings. Tholians can share vast amounts of information with each other by manipulating those frequencies, their harmonics and sub-harmonics.

In this way, one Tholian can carry on multiple conversations simultaneously with one or more other Tholians. Tholian vibratory sequences come across as a high-pitched and very annoying voice when put through a carbon-life language translator.

A group of Tholians in harmony present a sort of Musica-Tholia, similar to the ancient greek philosophies of Earthers or later put forth by the Earther known as Kepler. The Tholians engage in sharing a symphony of information, personal and societal. In this way, Tholians communicate with each other and pass on information from old to new.

While Tholians appear to have 'eyes' on a 'head', these are more facets reflecting internal energy processes that happen to coincide with thought and consciousness. Subsequently, the 'lights in their eyes' will literally dim on death.

On ‘death’, Tholian liquid crystal will powder as it loses temperature. Meanwhile the carapace ever in balance with internal and external pressures will crack and fracture into shards.

Tholians are ancient. Tholians may in fact be immortal. Tholians are the sum of their vibrations. Those vibrations never cease, they resonate and echo. In this way, Tholians are a form of hive mind. While they do not share instant communication such as with Vulcan telepathy; once in range of each other, Tholians soon know what all others around them know.

A ‘disembodied head’ of a Tholian is not ‘dead’, nor is it a guarantee of ‘killing it’. The Tholian limb can be grafted to new crystal and continue on.

The natural Tholian environment is such that no Tholian can exist in a Class M environment and it is certain that no human or similar lifeform can stand one moment’s intensity of the Tholian landscape. Tholians closest home-away-from - home in Earth’s solar system would be Sol II. While the acid rain would be an inconvenience after a time, the temperature and pressure would not be unbearable.

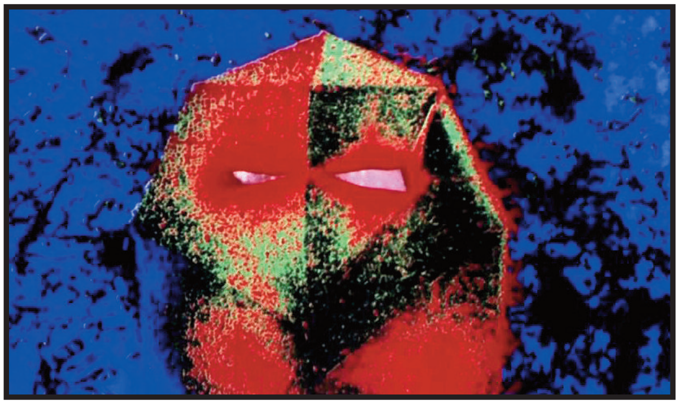
With this simple fact, crystal and carbon life can never meet without excessive barriers and protections. It is hoped that with such non-competing interests that Federation and Tholian interests will overlap and mutual exploration of each other’s space will lead to greater understandings. For it is certain that apart from Dilithium, Human and Tholian share no competing interests or resources.

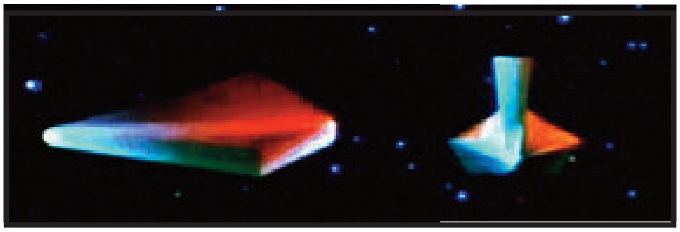
All that said and as mentioned, Tholians can grow from single facets to million-ton, warp-capable vessels, grown to purpose from the start. In these cases, there can easily be any number of Tholian minds grown into the assembly, each directing different facets of the vessel’s motions and goals. Such Tholians rarely ever visit their fiery homes again, though they do radiate themselves by stars and enjoy the dense atmospheres of what Earthers of old once called ‘Hot-Jupiters’.

It is rare if not impossible these days for Tholian lifeform to spontaneously evolve. As such, Tholians are non-sexual, grown in fields and from specialized lattice works. Class I Tholians are the drones performing manual labor that cannot be done otherwise.

Tholians have very limited forms of art due to their nature and environment. Musica Tholia can develop into what Humans would call ‘song’. Involved with this can be clattering and clicking of crystals for both more sound, rhythm and to some extent ‘dance’. Tholians engage in creative sculpture, but there are no arts such as painting, written prose, theater and similarly combustible forms of art.

As to the goals, dreams and desires of a crystal? That is where you the GM and intrepid players step in to fill the gaps. These are your Tholians, now!





TRADER$

BACKGROUND TYPES

For game purposes, the possible socioeconomic backgrounds of characters are divided into three categories. *Privileged* characters came from upper economic backgrounds, more advanced planets, or cultural circumstances that were richer than the norm. Such characters may have more early opportunities in the areas of education, financial support, and personal development. *Normal* characters are the standard against which others are judged. They have a median number of opportunities and access to a standard level of cultural and educational development. *Disadvantaged* characters are limited by economic or cultural circumstances of birth and early life. They have fewer opportunities to gain a formal education, and may begin with an economic handicap.

Die Roll	Background Category
1–2	Privileged
3–8	Normal
9–0	Disadvantaged

Or use the Societal Variant Table found on page 112.

There are a wide variety of possibilities within each general background category that should also be considered and elaborated upon when describing a character's early life. Not all disadvantaged characters were poor. A youth who grew up on a small agricultural world may have a rich family, but if his world offered few chances to learn skills of value to an interstellar trader, he can be considered disadvantaged. Likewise, even an economically-restricted resident of a major Earth city may have showed enough early promise to obtain financial and educational support beyond that given to the rest of his peers, and could be considered privileged for that reason. Do not necessarily stick to the obvious connotations of each category. Be creative.

CHARACTER TYPES

The possibilities for trader or merchant characters range from adolescents who run away from home and "go to space" as a third assistant cargohandler on a tramp freighter, to haughty and efficient first officers of huge merchant vessels, to crafty and devil-may-care independent traders, flying one-man ships, to wealthy merchant princes who own huge fleets and spend more time in board rooms than control rooms. They can be of any of the standard player character races from the basic ruleset (with the addition of the Orions as trader player characters). Traders undergo a different character creation system than Star Fleet personnel from the basic ruleset, though the procedure is similar.

Most campaigns will center around a merchant ship and its crew, and characters must be created for each player to serve on this ship. One player character may be the captain (or the captain may be a non-player chracter, in some cases), with others serving as crew at various levels. See the section on The Merchant Campaign for a discussion of how characters should be chosen for players in a campaign game. This section of the rules will discuss the various types of trader or merchant character.

The most popular roles for player characters are as master and crew of an independent trade ship. Such ships are common, especially along the frontiers of the Federation. Some independent traders prefer to work alone, flying small one-man cargo ships. (Cyrano Jones is an example of such a character.) These traders usually survive by buying and selling high-profit goods such as luxury items, and sometimes supplement this income by chartering their ship and their services to special passengers or doubling as an independent planetary system scout. (Rules for independent scout characters will be presented in a future supplement.) Some small traders also add to their income with illegal smuggling activities. The solo trader makes a good game for one player and one gamemaster.

Other independents have crews of two to thirty persons, with larger ships and more cargo space, but many of the same problems (and solutions to those problems) as the trader with a one-man ship. This is the most common setting for multi-player campaigns, as it provides the maximum freedom for the characters and gamemaster alike.

Ships with crews larger than about 30 persons are usually part of a fleet owned by a corporation, a trade association, or --rarely-- an individual. Such ships might be organized much like Star Fleet vessels, with a captain, first officer, several department heads, secondary officers, and cargohandlers and clerical help analogous to "enlisted personnel" in Star Fleet. Players can run characters on such a ship, but the rules for creating these characters will mostly be used to generate non-player characters.

The least common merchant character type is the so-called "merchant prince". (These characters can as easily be men, women, or non-human beings, so perhaps the name "prince" is a misnomer, but it is a common way to refer to such persons in "space opera" fiction.) The "merchant prince" doesn't fly a ship (unless he/she particularly wants to)--but instead owns a FLEET of ships flown by others in the merchant leader's employ. Such characters CAN be players, but in most campaigns they will be important non-player characters. Merchant princes wield power in proportion with their money. This is fine when they are sympathetic former employers, potential patrons, or drinking companions, but not so good when they are business rivals or if you happen to spill your Scotch on one in Eddie's Old Time Spaceport Drive.

Occasionally, a "merchant prince" will make a series of bad decisions (or run across a more ruthless merchant prince) and lose his/her fortune. This type of person makes a very viable player character, determined --perhaps-- to rebuild the lost fortune and gain revenge on the person or persons responsible for the fall of the original financial empire. To create such a character, simply generate a merchant prince using the character creation rules in this section, then strip the character of all his/her ships (except perhaps one small vessel -- a space yacht converted for cargo-carrying, maybe...). Also, remove most of the character's starting cash. Such a character will have to use the cunning and skills built up over a lifetime of financial wheeling and dealing (plus whatever companions can be recruited along the way) to start over in the interstellar merchant trade.

In many ways, trader or merchant characters are a more varied lot than the usual Star Fleet characters. Though Star Fleet officers come from all backgrounds, cultures, and physical types, Star Fleet maintains uniform standards for officers to assure that they will be an elite group. Also, Star Fleet provides certain types of training to all officers. This creates some uniformity.

The loose category of traders and merchants is another matter. Within this group is a wide variety of character types, from third assistant deckhands on a bulk freighter to wealthy NPCs who own huge passenger/freight fleets. Sometimes, these characters have little in common except their involvement, in one manner or another, with interstellar trade. Even so, most games and campaigns using these rules will likely be composed of characters that form either the independent crew of a small cargo ship, the crew of a larger merchant vessel, or a group of independent merchants planetside. The character creation and training procedure is thus designed to allow for the most variety and detail in creating such characters.

Characters who become part of the mainstream trade and commerce experience will enter this life in a number of different ways. Unlike Star Fleet Academy system used for training player characters, there are three lanes of advancement in the trader character training system. Each lane provides needed skill advancement, but offers different advantages. All three lanes are interrelated, with the possibility that a character can move from one lane to another at certain times. This three-lane advancement system is more complex but it provides for a more varied background for trader characters.

Some traders start their careers intending to become interstellar traders, entering the various merchant service academies operated by the UFP Independent Traders Association (UFP/ITA) and other such groups. Some who apply to the Star Fleet Academy and are not accepted (or wash out, unable to make the grade in the rigorous Star Fleet school), end up in a merchant academy. Others are able to sign on as apprentices with an established and recognized trading firm, again under the guidance of a group like the UFP/ITA, receiving on-the-job training instead of engaging in classroom study. It is very possible that a retiring Star Fleet officer may wish to invest his pay and become an independent trader.

A character who does not receive such opportunities, however, may still hope to get a position aboard a merchant ship at the lowest levels. Most merchant vessels are not the elite, ultra-modern vessels that Star Fleet uses. Many menial and semi-skilled jobs are still done by hired personnel. A person who starts with such a job can, if he shows promise, rise through the ranks to any level of merchant service.

Generally speaking, characters who attend the merchant academies will learn more varied skills than those in apprentice programs, because all their time is taken up in study. Apprentices must split their time between study and work, but they complete their training ahead of academy students because they concentrate on essential skills only. Those who work their way up from below-decks must get what study they can as opportunity presents. This means that, on the average, characters who are trained in the academies will be the best-trained, those who become apprentices will get out of training programs slightly earlier, and those who work their way up from below-decks will be older when they enter the game than the others.

Merchant Academies

This lane of advancement represents not one specific school but a number of similar schools run by trade associations and private corporations. These schools exist within the UFP, the Orion sphere of influence, and even in some more out-of-the-way areas such as the Triangle, where interstellar trade is important. Many receive government support of one type or another and offer scholarship or long-term loan programs to encourage promising students. Most academies offer four-year programs that feature both classroom study and practical experience. The first two years are normally devoted to general studies, after which time students are evaluated to determine their fitness to continue the program. The second two years are devoted to training in specialty areas.

Apprenticeship Programs

Most trade associations, as well as a number of larger shipping lines, offer apprenticeship programs where promising young individuals who cannot get into the merchant academies can become trained merchant crewmen by working under the supervision of experienced personnel. Apprentices earn very little beyond room and board, but they are given a great deal of on-the-job instruction in exchange for their labor. Apprentice programs usually last three years, with the first 18-month period devoted to general skills and the second to specialty training. In between, trainees are evaluated for possible transfer to special academy training available for especially promising apprentices.

Base-Level Labor

Not every prospective trader has the opportunity to attend an academy or even become an apprentice. The frontier is constantly being pushed outward, and the need for trained merchant crewmen grows far more rapidly than the apprentice programs and academy classes can prepare them. To close the gap, many untrained individuals sign on with larger merchant ships to fill positions not requiring special training. Such positions pay little, but they provide a way for a young person to get into space and wait for an opportunity to learn useful skills. Trained personnel are at a premium, and often such junior crewmen are allowed to learn enough advanced skills to qualify for merchant association testing programs that can lead to receiving an Interstellar Merchant's Ticket.

SELECTING ADVANCEMENT LANE

The gamemaster is free to allow players to choose freely the lane of advancement for their characters. In such a case, the gamemaster and player choose the directions the character takes at decision points that match the character's background story.

If the gamemaster and player desire to subject the character to the whims of fate, optional dice rolls may be used to determine the character's path. In the character training process, when a choice of advancement lane is available, an optional random determination table is provided. Such tables are clearly indicated in the text The random tables are useful for creating important NPCs, for sparking the imagination of the player and gamemaster by providing some variation in character development, and for challenging a player by placing him in a set of perhaps less-than-ideal circumstances for the development of his chosen character.

The very first step in the training process is to choose or randomly determine the initial advancement lane of the character. The table for randomly determining this first lane is given below. To use it, roll 1D10 and consult the appropriate Background Column at the left. The initial Advancement Lane is given at the right.

ROLL 1D10 ON YOUR BACKGROUND COLUMN

Privileged	Normal	Disadvantaged	Advancement Lane
1 - 6	1 - 2	1	Merchant Academy
7 - 9	3 - 7	2 - 4	Apprenticeship
0	8 - 0	5 - 0	Base Labor

World Log: VULCAN

System Data	
System Name:	40 Eridani
Map Coordinates:	0.09S 2.31W
Number Of Class M Present:	1
Planetary Data	
Position In System:	III
Number Of Satellites:	0
Planetary Gravity:	1.15g
Planetary Size	
Diameter:	9,700 km
Equatorial Circumference:	14,500,000 km
Total Surface Area:	300,200,000 sq km
Percent Land Mass:	75%
Total Land Area:	225,150,000 sq km
Planetary Conditions	
Length Of Day:	27 hrs
Atmospheric Density:	Thin
General Climate:	Warm Terrestrial
Mineral Content	
Normal Metals:	50%
Radioactives:	20%
Gemstones:	15%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Vulcan
Technological/ Sociopolitical Index:	999989–98
Planetary Trade Profile:	FBECAEF/D(B)

Vulcans were the first alien species encountered by Humans that were significantly different in physiology and psychology from people of Earth. They are human-like in many respects, but in other ways they're totally different.

Vulcan (the home planet, as translated from their tongue) is a harsh world, dry and hot with higher gravity and a thicker atmosphere than Earth. These conditions affected the Vulcan physical development.

Vulcans are stronger than Humans, with more physical endurance. Their blood chemistry is based on copper (rather than iron) as a carrier of oxygen. This makes their blood greenish in color, and gives them a somewhat greenish-yellow complexion. Their eyes are protected from the harsh Vulcan winds and sand by a thin transparent membrance, much like a second eyelid.

Vulcan's culture is far older than Earth's own. In prehistory, Vulcans were tribal and warlike- as savage as early Humans, if not more so. Their savagery threatened to bring about their extinction through constant warfare.

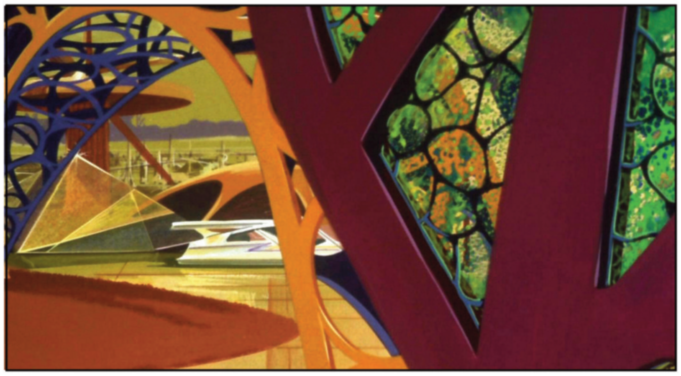
Eventually the ancient Vulcan philosopher Surak turned the people of Vulcan away from violence by introducing a philosophy of rejection of emotional expression. Today's Vulcans refrain from expressing all emotions, letting logical thought and a rational decision-making process rule their lives.

A commonly held misconception among Humans is that Vulcans have no emotions. This is not true, but it is so widely believed that some Vulcans believe it themselves. Actually, Vulcans suppress emotional reactions, depending on mental discipline to keep emotions from affecting their thinking and actions. This process is so ingrained in Vulcan tradition and society that it is almost automatic for Vulcan adults, even under great stress. In fact, the expression of emotion is considered to be in extremely bad taste in Vulcan society–only a barbarian or a mental defective would think of such a thing.

Interactions with other cultures, particularly Human, is slowly affecting Vulcan attitudes, especially among those often exposed to Human culture. Sophisticated, well-travelled Vulcans find Human emotional expression baffling and somewhat distateful, but are able to live and work around Humans nevertheless. A less worldly individual might be horrified by open Human emotionalism. (If so, the Vulcan would of course never show his dismay. He or she might, however, avoid Human contact whenever possible.)

Vulcan logical development grew out of an avoidance of war. This wish to avoid war has affected their culture in other ways as well. Vulcans do not believe in killing other thinking life unless absolutely necessary. All Vulcans are vegetarians, finding the idea of killing animals for food repulsive. Some Vulcans are extreme pacifists, believing that there is never any reason to kill any living being, but all Vulcans will avoid killing except in the direst need. For this reason, Vulcan characters rarely carry arms, and will not use deadly force against another thinking beings except under direct order, or in the most extreme emergency.

The Vulcan pursuit of the logical ideal has led them to great accomplishment in both the sciences and arts. Intellectual pursuits come naturally to Vulcans.



The Vulcan race predates the rise of Humanity by almost 10,000 years. Originating in the desert wastelands of a Class M planet in the Epsilon Eridani system, the Vulcan race is presently the second most widely represented race in the Federation. Their ancestors are presumed to have also been the forebears of the Romulan race.

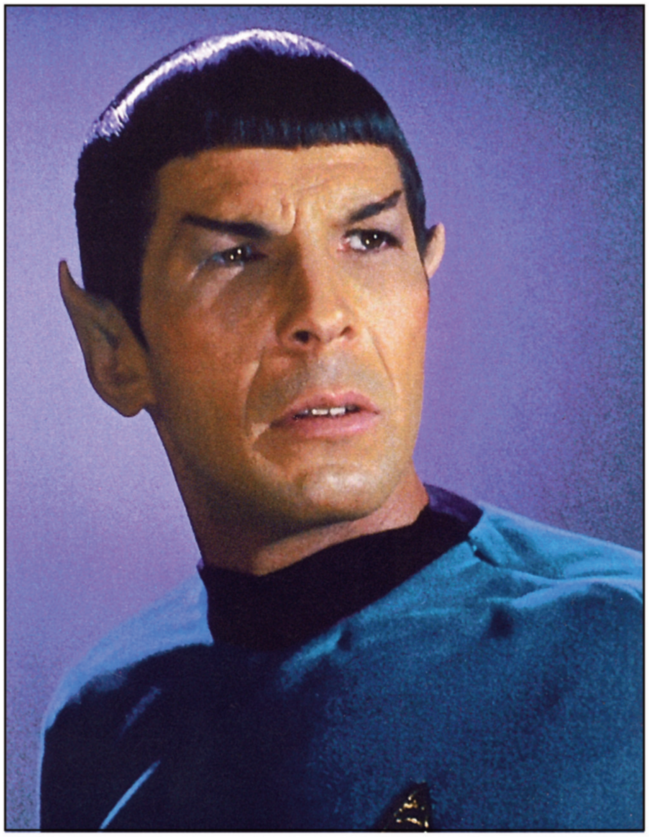
At one time, Vulcan society was violent, emotional, even savage in nature. Vulcans warred constantly for a period lasting almost 800 years. Then, several thousand years before the rise of classical civilization on Terra, rival power blocks on Vulcan faced the very real prospect of mutual extinction. At this juncture, the scientist-philosopher Surak boldly proposed a complete cultural restructuring of Vulcan society, with well-defined, ordered, ethical doctrines based on empirical logic replacing personal expression of emotions. As they had exhausted all other cultural options, the Vulcans completely reorganized their cultural system within two generations. Also during this period, Vulcan ceased to be ruled by a male-dominated elite and became the progressive matriarchy based on social equality that it is today.

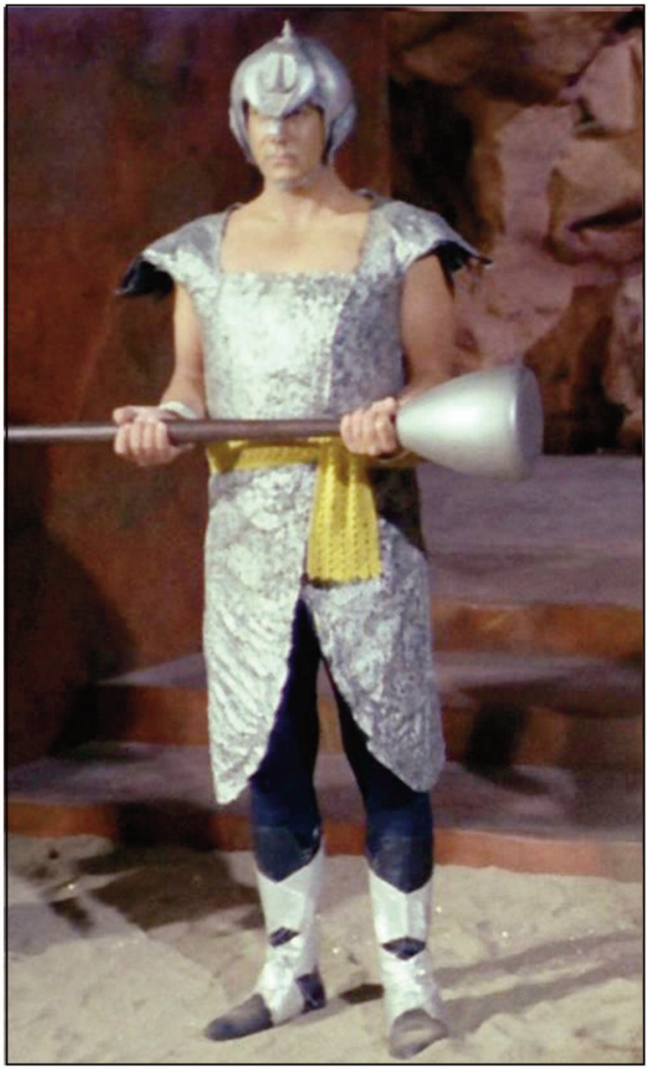
Vulcans are physically easy to distinguish from other Humanoids, given their generally tall and slender appearance. They have arched eyebrows and delicately pointed ears that angle upwards. The latter are a result of evolution, but tend to give the average Vulcan a pronounced demonic air. Vulcans are physically stronger than their Human counterparts, though the Vulcan's lack of overt violence usually belies this attribute. This strength is due in part to the climate on Vulcan (which combines extreme heat as well as a thin atmosphere) and in part to the rigid conditioning every Vulcan endures from childhood on.

It is often mistakenly believed that Vulcans do not have feelings. Actually, Vulcans have always possessed the capacity for understanding and dealing with emotions, but they simply choose not to do so. Once the typical Vulcan child is deemed old enough, family, class, and social influences are geared toward the total suppression of emotion in the child. In reality, few Vulcans can ever completely divest themselves of emotional responses. As a case in point, consider that Vulcan philosophy has as yet failed to completely subordinate the recurring mating-cycle that each Vulcan must endure every seven years. During this period, the individual undergoes emotional and physiological imbalances, each contributing to a powerful mating drive. Only the few who have completed the grueling mental and physical requirements of the Kolinahr discipline have ever approached this ultimate goal. Though Vulcans living among other races may become somewhat emotional, such outbreaks would be socially unacceptable among other Vulcans.

However alien and artificial it may appear, the Vulcan philosophy of non-emotion has produced some of the finest scientists, scholars, mathematicians, military experts, politicians, and poets in Federation history. Whatever else one might say of this energetic, though emotionally controlled race of beings, credit must be given where it is due.

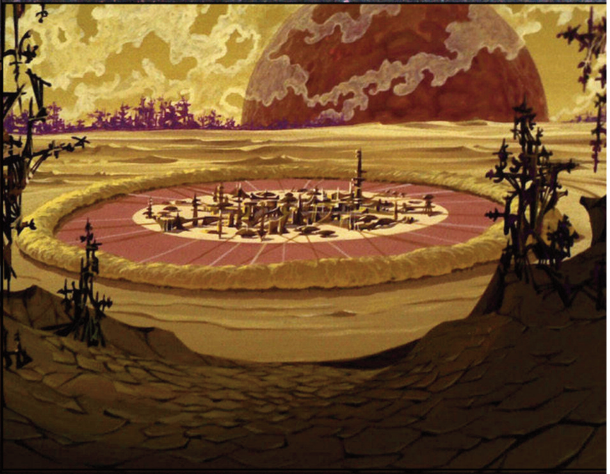
Psionic abilities, techniques and game mechanics for all species and circumstances are fully covered in **Book 2, Piece of the Action.**

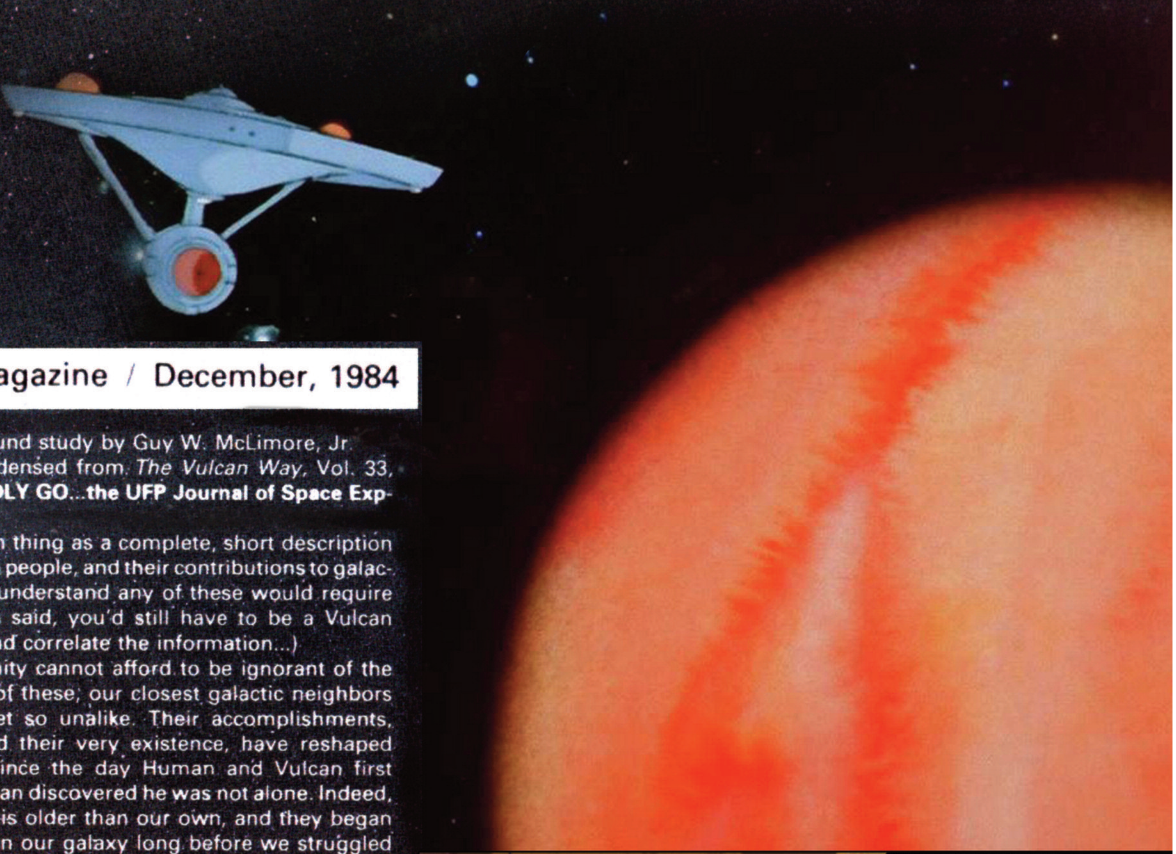




VULCAN

The Planet, the People, and the Galaxy





Stardate Magazine / December, 1984

A brief background study by Guy W. McLimore, Jr. (Excerpted and condensed from *The Vulcan Way*, Vol. 33, Issue 11 of **TO BOLDLY GO...the UFP Journal of Space Exploration**)

There is no such thing as a complete, short description of Vulcan, the Vulcan people, and their contributions to galactic culture. To fully understand any of these would require volumes. (And, it is said, you'd still have to be a Vulcan yourself to digest and correlate the information...)

Even so, humanity cannot afford to be ignorant of the ways and customs of these, our closest galactic neighbors – so like us and yet so unalike. Their accomplishments, philosophies, indeed their very existence, have reshaped human lives ever since the day Human and Vulcan first crossed paths and Man discovered he was not alone. Indeed, Vulcan's civilization is older than our own, and they began leaving their mark on our galaxy long before we struggled free of the embrace of Mother Earth and sought the stars.

Earth's earliest interstellar travellers encountered a Vulcan colony world early on in our push into the Galaxy. This was a fortunate circumstance, indeed, as one might imagine the result if our first nonHuman contact had been with Klingons or Romulans! But the lucky accident of the proximity of the Vulcan home system of 40 Eridani to our own solar system, and Vulcan's early interstellar efforts, combined to make them our first interstellar contact.

The 40 Eridani system of one large orange star and two dwarf companions created a very different environment from Earth's (though still in the broad classification "class M"). There are only two true planets in the 40 Eridani system, Vulcan and a rocky, airless world that is now home to a Vulcan naval base and scientific station. Both circle the giant primary. One of the dwarf stars is ringed (the only ringed star known) and with its companion, makes even the night sky of Vulcan spectacular indeed!

Vulcan is a slightly larger world than Earth, with gravity of about 1.4 G. Vulcan's proximity to its primary makes it a hot, dry world with a thin atmosphere. Temperatures hover about a mean of 140 degrees Farenheit at the Vulcan equator. Much of Vulcan is thus desert and rock, with great, craggy mountains dividing major land masses. The seas cover less than half the planet, and are soupy and heavy in copper salts. There is little sodium chloride (normal salt, as in Earth's oceans) on the planet at all, so Vulcans developed in very different seas than ours.

But life, proven to be quite stubborn throughout the Galaxy despite widely varying conditions, did manage to develop in those copper-tainted seas. It flourished and spread to the land, and eventually the Vulcan race itself sprang from primate-like ancestors not much different in physical attributes from our own. These ancestors were a desert-dwelling species, however, and Vulcans today show the genetic heritage of their origins.

But the slow intellectual climb of the Vulcan species to sapience began long before our own. Before Mankind made the intellectual leap from animal to sapient being, the Vulcans had already built a thriving civilization. Today, the 40 Eridani system is home to over 14 billion Vulcans, in cities, such as the Vulcan planetary capital of ShiKahr, in desert villages and communal farms, and in space below the surface of their airless companion world, in orbital habitats, and scattered throughout the vast 40 Eridani asteroid belt. Before looking at the development of this civilization, however, we must first see how the Vulcan race developed physically, and how they both resemble and do not resemble Earth Humans.

PHYSIOLOGY

Considering their origins in copper-salt seas and under three much-different suns, it is most difficult to understand why Vulcans resemble Humans so greatly. It is known that an ancient race known to us as "the Preservers" seeded pre-historic humanity throughout this section of the Galaxy. This fact helps explain why there are so many human-like species on far-flung worlds, with roots there going back before Man's recorded history.

But Vulcans only resemble us externally, not internally, and their race's anthropological origins are as well-documented (some say better) than that of Man on Earth. They cannot be an ancient Human offshoot, despite the similarities. The mystery remains to be solved.

Their origins in seas without sodium chloride means they have little of this salt in their blood chemistry. Indeed, where Earth-life has blood exchange chemistry based on iron-bearing hemoglobin, the Vulcan equivalent is based on copper. It is their copper-based blood that gives them a greenish-yellow complexion.

The characteristic Vulcan pointed ear shape is a function of their thin atmosphere. The oversized ear concentrates sound better, and Vulcans have extremely sensitive hearing. The patterns of facial hair vary subtlly from that of Humans, resulting in upswept eyebrows. Other subtle cosmetic differences abound. Almost all Vulcans have dark hair (light hair is almost unheard of in their race). Also, Vulcans tend to be taller and thinner, on the average, than Humans.

Internally, the differences show up with much greater frequency. The Vulcan pulse and respiration rate is higher than that of Humans, which might be expected in a thin-atmosphere race. Their blood pressure is very low indeed, and fluctuates very little even under stress.

Their eyes have adapted to harsh sun and blowing sand with a nictating clear membrane which protects them from glare and abrasion like a second eyelid. The efficiency of this membrane is so great that Vulcans are immune to the damaging effects of glaring light in reasonable intensities. Also, it keeps the eye moist, so Vulcans do not close their eyes often, even to sleep. (A sleeping Vulcan with closed eyes is either sick or in coma or meditation.)

The heavy Vulcan gravity and harsh conditions have combined to make their race hardier, stronger, and faster than Humans, with reflexes that are superhumanly fast. The internal organs of Vulcans are similar to Humans, but they are arranged within the body quite differently, and are better protected against stress and damage.

Most notable about Vulcans are their racially-universal telepathic tendencies. The use of these abilities is closely related to Vulcan philosophy, and will be discussed after we take a closer look at the history, philosophy, and society of Vulcan.

ORIGINS OF VULCAN PHILOSOPHY

The early history of the planet Vulcan was far different than one might expect from their current culture. The tribes of Vulcan fought bitterly over territorial rights, mineral resources, and especially water. The peoples of Vulcan were organized along loose family/tribal lines, with loyalty to family and one's duty stressed from childhood.

For many, many generations, wars were fought that were more bitter and destructive than any ever fought on Earth. Whole family lines were wiped out to the last man, woman, and child without mercy. Eventually, all of Vulcan was more or less united in two warring coalitions, each ready to destroy the other. Vulcan's military technology was such that this ultimate war would surely be the end of all Vulcan civilization.

Into this dark time in Vulcan history entered Vulcan's greatest hero – not a mighty warrior but a slim, unassuming figure who wore a tunic in a sea-shell pattern – a reminder of the common origins of all life on Vulcan. This was Surak, Vulcan's greatest philosopher and the father of Vulcan logical thought.

Surak was a simple tradesman, self-educated and sick to death of blood, death, and war. His message was simple. All violence, hatred, and evil stemmed from the unchecked expression of emotion by thinking beings. He believed that the ability to reason and think logically separated a thinking being from the animals, and that only by suppressing emotion in favor of pure logic could the mind be at rest and the problems of Vulcan be solved.

It was also Surak's belief that violent action of any type was always unjustified. The ultimate pacifist, Surak refused to eat meat, and travelled in both warring camps speaking on behalf of reason and non-violence. His efforts delayed the waging of that final war for many years, as more and more Vulcans, tired of battle, joined his movement. Soldiers lay down their arms, tradesmen refused to manufacture weapons, officials failed to bring such people to trial for non-violent protests.

The spread of Surak's philosophies was rapid, but it still took many years for them to take hold. In this time, his followers made many attempts to get the leadership of the two warring factions to talk peace. Followers of Surak's teachings went into the enemy camps to bring a message of peace, and many were killed. But each time a messenger came in peace and was slain, more people were exposed to the message and some were converted to the new ideas. After many years, there were none left who would slay the messengers. All had heard and adopted the non-violent, non-emotional philosophy of Surak.

At long last, Vulcan was at peace, and the efforts toward war were turned outward toward the gathering of knowledge. But Surak's teachings also held that the exploration of the inner self was as important – perhaps more important than the gathering of scientific knowledge. For this reason, Vulcans are known both as great scientists and great philosophers.

Most of modern Vulcan society derives directly from the teachings of Surak and his followers. Vulcans believe that contentment comes only when reason supplants emotion in a being's thoughts and actions. The expression of emotion is considered unhealthy and in poor taste, and Vulcan children are taught at an early age that emotional expression is to be avoided at all times.

Much of the Galaxy operates under the false assumption that Vulcans have no emotions. This is false, though many Vulcans would themselves make this statement. But centuries of Vulcan discipline have trained Vulcans to divorce their emotions from all actions and contacts with other people. This suppression of emotion leads Vulcans to be very concerned with personal privacy.

The ultimate form of Vulcan nonemotionalism can be found in the ancient and arduous Kolinahr discipline. The Masters of Kolinahr have achieved the non-emotional state in its ultimate form, with their emotional responses buried so deep that even a mind fusion cannot detect them. According to tradition, the Kolinahr state frees the mind for totally logical thought, enabling the full potential of the individual to be achieved. It is true that many great works of science and philosophy have been created by the few Vulcans every generation who successfully complete the rigorous Kolinahr training, but many great Vulcan statesmen and scientists have not achieved Kolinahr. Usually, the Kolinahr disciplines are only embraced by those Vulcans who cannot find peace of mind in any other fashion. Only a few attempt it each year, and only three or four will succeed in any given generation.

The non-violent philosophy of Surak remains a major part of Vulcan custom today. Vulcans practice this in various degrees. Almost all Vulcans are vegetarians solely, and hunting of animals for sport is totally forbidden. For one Vulcan to perform violence to another is unthinkable, for, as the Vulcans believe, all violence stems from emotional states, and no Vulcan would allow an emotional state to control his actions. The philosophy does seem to work. Vulcan has no violent crime whatsoever among its own people.

Some Vulcans maintain that Surak's total non-violence is the only true Vulcan way, and disdain even violence in self-defense, under any circumstances. Some others, however, maintain that at times it is logical and necessary to resist violence done to yourself, your family, or your world. Such actions must only be undertaken after careful, logical analysis. Thus, the most militant Vulcan might still be called a pacifist anywhere else.

Early in the history of the Federation, service in Star Fleet was considered somewhat scandalous on Vulcan, since Star Fleet was partly a military service. But years of peace and the exemplary record of Vulcan officers in Star Fleet service have reduced this feeling among Vulcans quite a lot, and many respected Vulcans now serve in Star Fleet. Few Vulcans will actually serve aboard an active-duty military vessel, or in an actively military position (such as in ship's gunnery or as combat troops). Most Vulcans seek scientific, technical, instructional, or diplomatic positions.

The ancient Vulcan traditions of family pride and devotion to duty and personal honor still remain. Vulcan's government is a loose association of family leaders who make decisions based on logic and reason. Their decisions are rarely questioned, and the families of Vulcan grant their leaders the respect and deference due them. The bonds of family mean much to Vulcans, and it would be unthinkable to refuse aid to even a distant kinsman, or to place shame upon your family name through incorrect actions.

Vulcan expressions of respect show up in all their dealings with other races as well. The well-known Vulcan hand salute has the right hand raised and held forward from the body, palm outward. The thumb is extended alone, and the first and second fingers form a unit, separated from the union of the third and fourth fingers by a "V" shaped gap. The salute denotes respect and courtesy, and reminds the viewer both of the differences that separate people and the similarities that unite them. The common Vulcan salutation, rendered in English as "live long and prosper", shows their respect for age and belief that long experience brings wisdom.

Surak's most important argument for peaceful coexistence among people with vast differences lay in the Vulcan concept of *none*, meaning *all*. It was Surak's belief that only the variety in life made living worthwhile. This has evolved into the IDIC (Infinite Diversity in Infinite Combinations) principle of modern Vulcan philosophy.

The IDIC symbol shows a circle and a triangle joining to form a faceted stone in the center. This symbolizes the joining of very different elements to create beauty. It is the Vulcan belief that diversity is to be cherished, since only through the mixing of many different cultures, ideas, and beings can beauty and truth be created. For this reason, Vulcans believe that beings and cultures who are different should not only be tolerated, they should be delighted in and their differences studied and enjoyed by all.

The Vulcan ideal is a being that is both physically and mentally as well-prepared as possible. Certainly, the harsh conditions of Vulcan made physical preparedness a necessity, but even the more comfortable modern Vulcans believe in training the body to maximum efficiency. They do not, however, discriminate against the physically handicapped or infirm. They believe that each individual should strive to accomplish as much as he/she can with what they are given.

Still, Vulcans do not revere physical accomplishment as humans do. Vulcan athletics do not involve illogical competition for its own sake. Instead, it is considered a duty of each Vulcan to maintain him/herself in good physical condition, without comparison to others. Vulcans are far more impressed by intellectual capability than physical competence.

Scientists, artists, and statesmen are revered on Vulcan. Vulcan's most prestigious establishment is the Vulcan Science Academy, perhaps the finest teaching and research institution in the Galaxy. The directorship of the Academy is a position of much power on Vulcan, and the pronouncements of the Academy, while not having the force of law, shape the logical, rational decisions of the Vulcan people in ways no other institution save the family unit can accomplish.

THE TIME OF MADNESS

There is only one time during which the logic and reason of Vulcans crumbles – the *pon far*; the time of mating and madness. The Vulcans themselves do not discuss the matter, as it is the most personal and private of all times. It is a time when the barriers of emotional repression fail and the animal ancestors of the Vulcan people take over.

The emotions associated with the mating drive common to all sexual animals are repressed in Vulcans except once every seven years (more or less), when the *pon far* calls them back to their native lands to satisfy the physical demands and perpetuate the race.

In childhood, each Vulcan male and female are linked mentally and physically in a ceremony that is less than a marriage, more than a betrothal, and deeper and more meaningful than either. At this time, the seven-year adult cycle of *pon far* is synchronized between them.

At the proper time, the couple, mentally linked even across the enormous distances of space, are both drawn to their families' homelands to the *koon-ut kal-i-fee*, the marriage ritual. If prevented from returning, a Vulcan will suffer the breakdown of his mental discipline. His physical functions will also begin to fail eventually, leading inevitably to madness and death.

Upon their return to their appointed place of *koon-ut kal-i-fee*, the male Vulcan claims his mate. The ceremony is conducted by the most prestigious Vulcan (male or female) who the families can persuade to perform the duty. The older and more respected the individual officiating, the more important and prestigious the family. Once selected, this official has the absolute last word on all matters pertaining to the marriage. The families and participants have no further say whatsoever. The female Vulcan is not property, however, to be given against her will. She may declare a challenge if she does not desire to wed, and name a champion.

If challenge is offered, and the chosen male agrees to act as the female's champion, the two males battle for the woman. In challenging, the woman has agreed to become the bride of the winner of the conflict.

By now, the called male is deep in the *plak tow*, the blood frenzy. He has little rationality left, and often cannot speak. All his efforts are centered on controlling his actions and winning the challenge. All such conflicts are to the death, with such ancient Vulcan ritual weapons as the *Ahn-woon*, a leather band with handles that can be used as a garrote, a sling, or a bola, and the *lirpa*, a heavy staff with a bludgeon on one end and a semi-circular blade on the other.

The winner of a challenge may then claim the woman as his bride, or release her if he is displeased by her decision to challenge. If the woman is claimed, they are then mated for life. If the woman is released, both parties are free to seek mates elsewhere. If one's promised mate dies prior to the adulthood call, the bond is broken and the survivor is also free to seek a mate elsewhere.

The rites of marriage are passed down through the families of Vulcan and are not discussed with outworlders. Very few human beings have ever been allowed to examine Vulcan family records on the matter, and fewer still privileged to witness the *koon-ut kal-if-fee*. It is a holdover and reminder of the violent, emotional heritage of the Vulcan people, and some say it is Nature's way of compensating for their lives of emotional denial.

DISCIPLINE OF THE MIND

Of course, the most reknowned attribute of members of the Vulcan race is their well-developed telepathic ability. Early Vulcans showed a racial tendency toward telepathic ability, but it was only when Vulcans began developing mental and emotional discipline that their full potential was released.

Vulcans guard their privacy closely, and the mind, to them, is the most private thing of all. The Vulcan reluctance to touch or be touched stems partly from the fact that telepathic sensitivity is increased by touch. Thus, Vulcans do not shake hands or engage in casual contact.

Indeed, deliberate touching is indicative of great trust between two Vulcans. A husband and wife may ritually touch fingertips or palms as an expression of mutual trust and pair-bonding, and close family members may touch palms with hands crossed at the wrist in a gesture of openness to one's kindred.

A Vulcan child learns very early mental disciplines for deprivation or ignoring pain. The Vulcan healing trance has become instinctual, with an injured Vulcan entering almost a cataleptic state. At this time, the full attention of the mind is turned to healing, and all outside influences must be ignored. The vital signs drop to almost indetectible levels until the body is ready to make a final struggle to restore itself. The consciousness then fights to reassert itself, and can be aided by a healer who may deliberately strike the injured person, producing pain sensations which the victim may use to help him/her recenter on the conscious level. The sight of a Vulcan healer repeatedly slapping a semi-comatose patient is unsettling to Human doctors, perhaps, but the technique is effective.

Because of the discipline a Vulcan learns in controlling his/her own body, a member of the race is especially sensitive to the functions of living organisms. There are few Vulcan doctors who work directly with non-Vulcan patients because the cold, pragmatic approach of a Vulcan physician is not an effective "bedside manner" with non-Vulcan patients. But Vulcans can tell much about a living being by touch, and can manipulate the nervous system of Vulcan-like races by touch alone.

A form of non-violent defense that dates back to before the time of Surak, the principle behind the Vulcan nerve pinch is widely known. But only a being with the physical strength and mental discipline and sensitivity of a Vulcan can perform it. By applying pressure to a nerve center (between the neck and shoulder in most Vulcan-like/Human-like species), a Vulcan who knows the technique can produce instant paralysis and/or unconsciousness in a being.

Related to the Vulcan nerve pinch are certain Vulcan techniques in which nerve centers are manipulated to reduce pain for the victim. The technique does not reduce the severity of an injury, but in certain cases it can block the pain impulses for a length of time.

The ancient Vulcan discipline of *tal-shaya* is a method of swift, painless, and instant execution, in which the neck and spine are snapped by a swift twisting action. In ancient times, Vulcan criminals were executed in this manner. Today, though it is almost never used, all Vulcan officials above a certain rank are required to know the technique, as a matter of tradition. It is also believed that *tal-shaya* is the technique practiced by the ritual guards of the Vulcan mating ceremony for the swift execution of any who disrupt the ceremony.

Most celebrated of all, however, are the purely mental telepathic techniques known to all adult Vulcans. The techniques of the mind touch, mind meld, and mind fusion are very private concerns, and not to be used lightly. They are part of a Vulcan's most personal life.

The mind touch is a method by which thoughts and feelings are shared between two individuals telepathically. Physical touch improves the contact, but it can be done over distance with more effort. The depth of the contact can vary greatly, depending on the wishes of the persons involved and the conditions under which the mind touch is attempted. In simplest form, the mind touch may communicate only a vague feeling or a bit of the conscious surface thoughts. A deeper touch may share memories or physical feelings. In its deepest form, the mind touch makes it impossible to hide one's true intentions or motives. Modification of memories or behavior may also be accomplished.

The mind meld is not practiced as often. It involves a group mind touch in which all parties involved share freely. The participants will all gain insight into each other's true thoughts and feelings.

The mind fusion is the ddepest, most difficult of the mental disciplines. In a successful mind fusion, the total thoughts, memories, and personalities of the two participants are blended, with the innermost self of each revealed to the other. Such a fusion is very difficult and embarrassing for a Vulcan, and somewhat dangerous, as it may be hard to sort out the two sets of memories and motivations later. In extreme cases, the fusion may become permanent, which usually results in madness for both parties, or loss of one or both personalities entirely.

The ultimate Vulcan mind contact involves a very personal, very private ritual that a Vulcan practices only when death is imminent: the preservation of the "essence". This practice is the most astonishing (and least discussed) of all Vulcan mental feats. Until recently, very few non-Vulcans were even aware of the ancient practice.

Vulcan tradition accepts the survival of the personality after death, not as a matter of religious faith but as a matter of known fact! The ancient Vulcans who first practiced mental contacts became aware that living beings do, indeed (according to their writings), have some sort of "immortal part", a personality and mental pattern that can survive death.

When a Vulcan believes death is imminent, he or she makes arrangements for the preservation of the "essence" in some manner. Most often, it is passed along to a family member or other close contact through use of the Vulcan mind fusion. The "essence" is not removed from the dying "donor", merely duplicated in the unused part of the mind of the recipient. Later, through an ancient ritual still shrouded in mystery and known to only a few Vulcan "priest (or priestess)/philosophers", the "essence" is preserved as part of an ever-growing repository of wisdom. What form this repository takes is not known, at least not to non-Vulcans.

Writings from the earliest period of Vulcan rational civilization seem to indicate that it was believed that a certain technique could indeed rejoin the "essence" to another body, but this practice is apparently unknown to modern Vulcans. (At least, no Vulcan has ever expressed to a non-Vulcan a belief in such a technique...)

Vulcan experts contend that it is the mental discipline of logic and non-emotion that makes such abilities possible, not any physiological difference in the Vulcan mind. Some Vulcan mind techniques have been successfully taught to Humans, if the motivation of the human was great and the Vulcan teacher was patient, but these cases are very rare indeed.

VULCAN & THE GALAXY

Contact with the Vulcan culture has enriched the Galactic Community greatly. The Vulcan preference for intellectual pursuits and professions has led to great strides in philosophy, science, art, and diplomacy.

The works of the greatest of all Vulcan philosophers, Surak, form the basis for all of modern Vulcan society. Surak's teachings have influenced non-Vulcans as well. The IDIC principle in particular has spread to many cultures throughout the known galaxy. Many Vulcan-like teachings also have taken root in the youthful movement known variously as "Seekers of the One" and "Edenists". The Vulcans themselves are not evangelical in their beliefs. They believe that all living things must find their own Way, and delight in the cultural differences between rational beings.

The modern Vulcan leader T'Pau is a philosopher and teacher who is considered to be perhaps the most powerful single person on Vulcan. Despite her personal prestige, she holds no elective or appointive office and in fact has no official position of authority whatsoever. She is the only being ever to turn down a seat on the Federation Council, and she avoids such official entanglements on her own planet as well. Nonetheless, a suggestion from the venerable T'Pau may as well have the force of law on Vulcan, and a request from her is likely to bring immediate results from the UFP government itself. There are still many things about the Vulcan Way that outworlders will never understand fully.

As scientists, Vulcans are without peer in the known Galaxy, largely because they are able to perform intricate experiments with an attention to detail and a scientific method that is unmatched by any other intelligent race. The unfailing logic of the Vulcan mind is perfectly suited for scientific inquiry in established fields. Even so, the Vulcan denial of the concept of "intuitive reasoning" means that the bright flashes of insight are often left to others to create.

Vulcan honor and personal trustworthiness is known throughout the Galaxy, making them excellent choices as diplomats. A Vulcan cannot be accused of bias, or emotionalism, or fear. They make excellent envoys, mediators, and negotiators.

One of the most respected of modern Vulcans, Sarek, began his career as an astrophysicist, once heading the Vulcan Science Academy itself. He then was appointed ambassador to Earth and gained great fame as a diplomat, particularly for his actions at the Babel conference on the Coridan admission. At this conference, after an attempt on his life that almost succeeded, he negotiated the entry into the Federation of the Coridan worlds with one of the most stirring presentations ever recorded about the duty of "the fortunate worlds of the Federation" to protect the interests and freedom to choose of smaller, more vulnerable societies. Sarek's excellence in two fields, science and diplomacy, has earned him much respect on Vulcan and throughout the Galaxy.

Vulcan lack of emotional expression has not prevented them from becoming admired artists and performers as well. The Vulcan IDIC concept guides their arts, with wildly varying media being combined to produce great beauty. Vulcan musical instruments such as the *lyrette* combine ancient melodic techniques and traditions with modern scientific sound creation devices to produce unique and beautiful harmonies. Vulcan visual arts range from painting and sculpture to esoteric vibratory pattern recreations and three-dimensional shifting light patterns. A Vulcan artist is often not just creating art, but creating a new form of art!

Vulcan traders are well-known throughout the Galaxy as well. Some of Vulcan's oldest and most prestigious families are involved in interstellar trade. These trade companies are huge family-owned businesses run with cold and perfect efficiency, and smaller independent traders have to scramble to compete with them in most areas.

Vulcan interactions with other cultures reveal much about them. Their philosophies and culture may be at conflict with some cultures, but few races in the Galaxy do not respect them, even if they do not admire them.

Of course, as signatories to the original Articles of Federation, Vulcan has a permanent place in UFP politics. Vulcans are the second most numerous racial type in the Galaxy (right after humanity), and as such wield great political and economic clout. Their tendency to conduct business and political relationships as large family groups consolidates their power. Vulcan is traditionally the important swing vote in the Federation Council, and one can be sure that their decisions will be based on solid and unshakable logical grounds.

Vulcan's relationship with the Klingon Empire is older than the UFP itself. Though the Empire maintains an officially semi-hostile posture toward Vulcans as a member of the UFP, they still are known to permit Vulcan observers in Klingon space and do not go out of their way to antagonize Vulcan through interrupting merchant traffic, interfering with research missions, etc. Though the Empire disdains Vulcans for their pacifistic attitudes, it is thought by many cultural historians who specialize in studying the Empire that Vulcans, because of their unshakable reputation for honesty, are among the few peoples that Klingons can trust. There are many speculations about the Vulcan cultural observers known to be affiliated with some important Klingon officials and households, but both the Empire and Vulcan remain silent about such matters.

Throughout the Romulan War and the long period of uneasy truce thereafter, there was no contact of any sort known between Vulcan and the Romulan Star Empire. Nonetheless, it has now been discovered that a deep bond exists between the two cultures. Based on evidence gathered in more recent contact with the Romulans, it is now believed by most galactoanthropologists (including those of the Vulcan Science Academy) that the Romulan race is an ancient offshoot of the Vulcan race, from a time dating before Vulcan gave up warfare and bloodshed.

The exact time the split occurred, or how the Romulan offshoot moved across the parsecs to their current home planet, is unclear. One speculation is that the ancient Preservers, who seeded Humanity throughout this arm of the Galaxy, may have had a hand in starting the Romulan branch race as well.

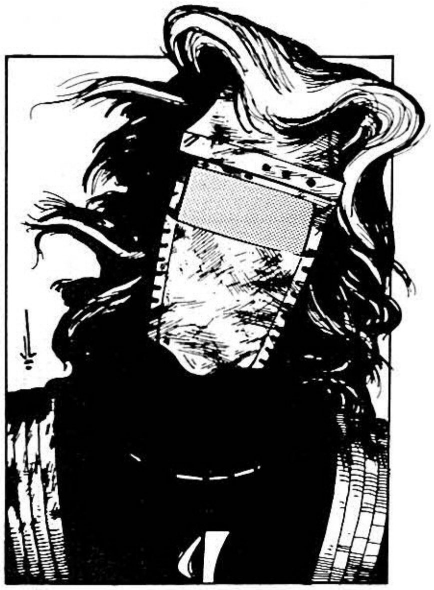
The Romulans do not exhibit the mental discipline of the late-period Vulcans (nor, of course, their pacifistic nature), but their physical appearance and internal organ arrangement is too similar to be coincidence. Without Romulan cooperation (which is unlikely to be forthcoming in the foreseeable future), it is unlikely the mystery will ever be solved.

SUMMATION

The complexity of the Vulcan Way makes a quick analysis impossible. But that is as it should be, according to the philosophy of the Vulcans themselves. The differences between Humans and Vulcans should be studied and cherished and preserved, and their diversity and mystery mingled to create new and even greater ideas and cultural developments. There is much for Humankind to learn from the Vulcan Way and, perhaps, much to teach as well. In the interface between these two Great Races may lie a greater hope for the future of both.

XELATIANS

World Log: XELATA	
System Data	
System Name:	Tau 56
Map Coordinates:	1.53N 6.74W
Number Of Class M Present:	2
Planetary Data	
Position In System:	3
Number Of Satellites:	1
Planetary Gravity:	.9g
Planetary Size	
Diameter:	11,654 km
Equatorial Circumference:	36,600 km
Total Surface Area:	426,700,000 sq km
Percent Land Mass:	22%
Total Land Mass:	93,870,000 sq km
Planetary Conditions	
Length Of Day:	21 hrs
Atmospheric Density:	Thick
General Climate:	Tropical
Mineral Content	
Normal Metals:	33%
Radioactives:	3%
Gemstones:	4%
Industrial Crystals:	Trace
Special Minerals:	2% (Rodinium)
Cultural Data	
Dominant Life Form:	Xelatian
Technological/ Sociopolitical Index:	889778-88
Planetary Trade Profile:	BDFDBBE/C(B)



Planetary Description

Xelata is a warm, tropical planet prone to fierce storms. These storms make life above water extremely difficult for all but the hardfiest of life forms, only shrubs, insects, and small amphibians have made their homes above sea level.

As nature was too violent above water, advanced evolution took place only below the water. However, many creatures became too specialized and died out while others reached evolutionary dead ends. Only the Xelata cephalopods, the Terran equivalent of squids and octopi, were adaptable and capable of higher evolution. After millions of years, a spieces of cephalopod developed an enlarged brain with intelligence and psionic potential. These creatures became known as Xelatians.

Racial Description

The Federation first encountered the Xelatians in Stardate 2/1805, when the *USS Audacious* peacefuly met a small, nuclear-powered Xelatian spaceship inside the Tau 56 system. Since then, the Xelatians and the Federation have conducted diplomatic meetings culminating with the appearance of a Xelatian delegation to Terra and Star Fleet Headquarters this year.

Much of what we know about the Xelatians was gathered through long and detailed conversations with members of this delegation. They also brought many books and data tapes to help us understand their civilization.

Xelatian physiology is extremely interesting. Their average torso length is about 1.2 meters and they weigh about 100 kilograms. Four meter-long arm tentacles are arranged on each side of the body halfway up the torso. On the lower end of the torso, below four gill slits, are the leg tentacles. There are extremely muscular tentacles to a side, which are used for swimming and capturing large prey in the water.

Near the crown of the torso is a large, oval-shaped eye. Used to the dim lighting of oceans, Xelatians are extremely light-sensitive and see only the cooler, ultraviolet end of the spectrum. What Humanoids consider normal lighting is much too bright for Xelatians, which is why they wear masks. This mask also shines a passive ultraviolet beam through the single eye slit, heightening the Xelatian's vision and giving off ghostly, pale-blue light.

Communications with the Xelatians must be conducted through universal translators as the Xelatians cannot speak Galacta yet. They communicate among themselves through telepathy and the use of bioluminescent pigmentation on their skin. This 'speech' is comparable to an ever-changing intricate mosaic of multicolored lights. Despite this, they have a truly amazing abilitry to learn languages, and they can now read and write Galacta. They are currently trying to learn to speak through their nasal slits, as their mouth is used for digestion only.

Even though the Xelatians' extensive skeletal framework can support their bodies in high gravities, they have no means of locomotion on land. To overcome this, Xelatians wear a sophisticated anti-grav harness. Over their bodies, they wear a thick robe specially tailored to give a vaguly humanoid appearance. Actually modified environmental suits, these robes are designed to trap moisture close to the Xelatian's skin. A pump and tank arrangement circulates Xelatian water through special oxygen-permeable sponges inserted into each gill slit so that they can survive out of water. Perched upon the head of each Xelatian is what appears to be a scruffy wig, which is actually Xelatian sea grass. Room air is drawn through the moist clump of vegetation to humidify and scent the otherwise offensive smelling air. On the average, a Xeltian can remain out of his environment for about 7 hours before he must immerse himself in sea water. Xelatians have found Terra's oceans to be extremely pleasurable.

Racial History

Xelatian history is remarkable for its peacefulness. Throughout their history, there have been only two major incidents of public turmoil.

One of the roadblocks to Xelatian progress was the development of effective tools in the difficult, buoyant environment. After basic tools were established, complex machinery soon followed, and the Xelatians quickly began to exploit their environment. Great undersea mining operations, huge fission power plants, and the almost non-stop smelting of metals thoroughly polluted the Xelatian environment. Socially, the idea of a communal bond lessened as individuals became enamored with the concept of wealth.

This turmoil brought about what the Xelatians call "The Reclaimatian". Gatherings of the common citizenry turned into riots as pollution levels kept increasing. A few of the egg nurseries had already been contaminated, and the food plants were also suffering. These riots culminated in a mass storming of the major industries. They overwhelmed those running the various facilities and shut Xelatian industry down until industrial leaders found proper means to contain the pollution and took measures to reclaim the damaged areas of the oceans.

After Xelatian industry resumed, emphasis was placed on finding a non-toxic way of producting energy. Unlike most humanoid cultures, the Xelatians discovered the principles of anti-gravity before developing fusion reactors. With this discovery, Xelatian scientist, realized that it was possible for them to leave the oceans.

This revelation caused the Xelatians' second turmoil. A vast majority felt that leaving the oceans would have a detrimental effect on their communal consciousness. They believed that those who left the water would go insane for lack of the communal touch. All research into the use of anti-gravity for anything but lifing heavy objects was banned. About a hundred years later, when Xelatian scientists developed nuclear power, they realized that they now possessed the ability to leave not only their oceans, but their world as well.

Regarding the ban on travel as an intolerable stupidity, a group of scientists secretly began building a small spaceship. When the rest of the community caught onto the scheme, they came en masse to stop the affair, killing many of the scientists protecting the ship. In the confusion, one Xelatian scientist climbed into the ship and blasted off. Though only partially finished, the ship rose above the ocean and moved into the upper reaches of the planet's atmosphere. However, the ship could not attain orbit, and when it crashed in the waters, the first Xelatian astronaut was near death.

Contrary to his expectations, the dying scientist was hailed as a hero. All the dire predictions about the lessening of the communal consciousness were proven wrong with his voyage. For as he ventured above the oceans, the entire population could feel his excitement at seeing all the things laying beyond the water's edge. The Xelatians then threw their support behind efforts to explore their world and beyond.

Place in the Federation

Negotiantions to admit the Xelatians to the Federation are proceeding quite well. During their visit to Terra, the Xelatians have shown considerable political savvy and a wry sense of humor that manages to come across the universal translator. The Federation Council has given the Xelatian diplomats the full range of political courtesies possessed by all representatives of members worlds, including the right to participate in meetings of the Council. The Xelatian delegation has used these privileges to the utmost, attending as many functions as possible, and impressing many with their curiosity and charm.

There has been one instance when the charm of the Xelatian diplomats failed them. Upon meeting Th'velth, the ambassador from Andor, they appeared quite distraught. After regaining their composure, they apologized profusely to the perturbed ambassador, saying that he greatly resembled a race of aggressive beings who once appeared on Xelata. This bit of news has excited the usually stoic Andorian people. Now, ship after ship in the Blue Fleet is petitioning Galaxy Exploration Command to allow them to explore the Rimward Sector.

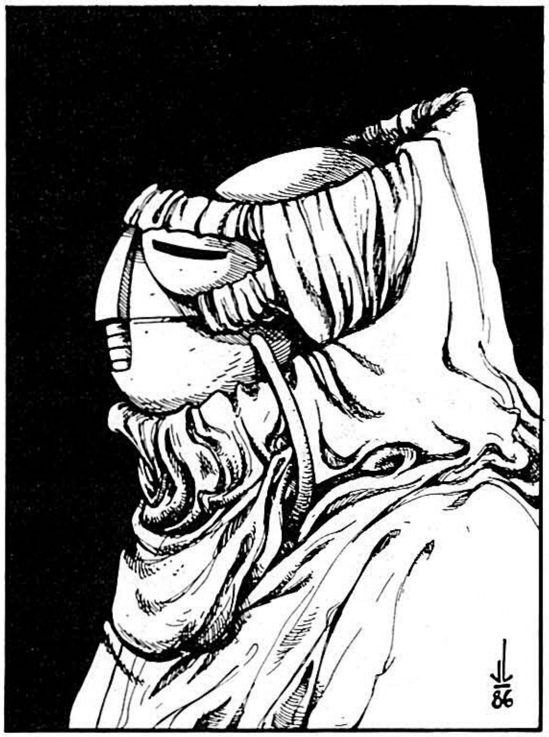
The Federation is quite eager to admit the Xelatians. Some believe that they would be a welcome addition to the aquatic branch of Star Fleet Marines, while others feel that the Xelatians' political prowess would make them excellent diplomats. Their appearance would be a definite plus when dealing with non-humanoid races.

Perhaps the most important advantage in admitting the Xelatians would be strategic. Gaining the Tau 56 system would give Star Fleet a flanking position on the secretive Tholians. The Xelatians have never encountered the Tholians, but they have lost a few deep-space probes to mysterious circumstances.

However they participate, the Xelatians promise to be a vital addition to the Federation. The Xelatians themselves are extremely eager to "be one with the vast Federation". Their infectious sense of adventure is refreshing to those who have become jaded to the universe's many wonders.

ZARANITES

World Log: ZARAN II	
System Data	
System Name:	Byrdica
Map Coordinates:	1.64S 6.67E
Number Of Class M Present:	1
Planetary Data	
Position In System:	II
Number Of Satellites:	1
Planetary Gravity:	1.4 g
Planetary Size	
Diameter:	16,990 km
Equatorial Circumference:	52,200 km
Total Surface Area:	663,500,000 sq km
Percent Land Mass:	45%
Total Land Mass:	298,575,000 sq km
Planetary Conditions	
Length Of Day:	28 hrs
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	20%
Radioactives:	38%
Gemstones:	8%
Industrial Crystals:	14%
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Zaranite
Technological/ Sociopolitical Index:	999876-98
Planetary Trade Profile:	DCDDDCB/B(B)



PLANETARY DESCRIPTION

The planet Zaran possesses an odd contrast of environments. Its deep sea beds remain frozen except during the summer months, when some surface ice does melt. Rising far above the seas are the desert-like plateaus and buttes where Zaranite civilization is centered.

There is little plant and animal life on the world, but there are wonderous species nonetheless. Most of the dominant species are reptilian. Giant winged lizards called *Raldos* nest in the cliffs of the plataus, and *Volpas*, or sand snakes, move like sharks under the sands of the vast deserts.

The seas are dark, as the high plateaus prevent sunlight from reaching them. Little lives in the frozen blackness, and only a few mammals are known to tunnel in the glacial seas. Chemicals from within the planet have contaminated several of these seas, further discouraging life from evolving there.

Many offworlders find it difficult to deal with Zaran's thin air. The Federation embassy on Zaran is usually staffed by races accustomed to thin atmospheres, but those who are not acclimated consider duty in the Zaran Embassy as some sort of punishment.

RACIAL DESCRIPTION

The Zaranites are a very militaristic and ritual-observing people. In their first encounter with the Federation, they attacked first, and when they discovered that they could not win, they surrendered. Such is the way that they have dealt with life on their planet.

Most individuals see Zaranites only when they are masked and protected. They have dark skin with long, stringy black hair, deep-set eyes, and narrow fingers. When out of their native environment, they wear a fully protective suit that covers their narrow bodies and provides them with filtering system to breathe air. The suit also holds in several of the rare Beega insects from Zaran. These insects inhabit the surface of the Zaranite's skin, often attaching themselves to nerve endings. Once there, they dissipate stress and cause pleasant feeling of relaxation. Unfortunately, the insects area killed when removed from the thin atmosphere on Zaran; thus, the suit is worn to keep them alive. Virtually every Zaranite family raises Beega insects, which can fetch handsome prices on some Federation worlds.

The languages used on Zaran are difficult for even the best Federation scholars to master. Each family seems to use their own variant of the base language, Zaraneese. It takes skilled use of a universal translator to make out all the forms of the Zaranite languages. This linguistic complexity has helped Zaranite society remain a mystery to most Federation members, and the Zaranites are more than happy to keep it that way.

Zaranite tradition is linked deeply with a series of books called the *Casaval*, which deal with the rituals of life and progressive aging of the Zaranite race. These rituals begin with violent, aggressive activity and finish with calm passivity. The purpose of these rituals is to attempt to reach the stars, paralleling the Romulan Road to the Stars in some respects. Scholars who have looked into the *Casaval* have found it to be long and difficult to understand. It is very rare to find a Zaranite who is not carrying one of the 13 volumes of the *Casaval*.

RACIAL HISTORY

First contact with the Zaranites came on Stardate 1/9302.23, when the Galaxy Exploration Command vessel *USS Clandre* entered the Byrdica system and discovered a Zaranite vesel in orbit around Zaran II. Subsequently, the Zaranites ordered the *Clandre* to surrender. Captain Jerry Harvardson of the *Clandre* denied surrender and offered them the opportunity to join the Federation. The Zaranite ship responded by firing its lasers on the *Clandre*, which raised its shields and held fire. For nearly three hours, the Zaranite vessel pounded the Federation ship, but Captain Harvardson did not return fire, despite some damage to his ship's engines. Finally, the Zaranites ceased their bombardment and contacted the *Clandre*, offering to discuss opening diplomatic channels with the Federation. Zaran was eventually admitted to the Federation in Stardate 1/9307.01, just before the Four Years War began.

With the outbreak of the Four Years War, Zaranite industry geared up to produce military hardware. The Zaranites became skilled manufacturers of laser arms, and soon reached the technological level of advanced Federation worlds.

PLACE IN THE FEDERATION

Membership in the United Federation of Planets has caused a great deal of growth for the Zaranites, financially as well as culturally. In Stardate 2/1001, the first Zaranite graduated from Star Fleet Academy, and presently, there are several dozen Zaranite officers in the Star Fleet. Without exception, they are involved in weapons technology or engineering, and prefer combat or potential combat roles.

Politically, the Zaranites have been a major driving force behind several legislative programs, especially in the area of cultural exchange. They have proven themselves to be shrewd politicians. Their protective suits conceal their expressions, making them dangerous debaters in the political arena.

The weapons business on Zaran has had some difficult times but is improving. The invention of the phaser and photon weapons systems almost bankrupted the laser industries of Zaran. However, the Federation Council voted to loan the planet massive funds to upgrade its weapons facilities to produce shipboard phasers. This loan has caused a great deal of controversy in industrial circles, where manufacturers resent the interference of the Council and believe such 'favoritism' will be the death of free enterprise.

Some Federation politicians believe that the Zaranites are growing too fast and becoming too powerful. Some see a connection between the fact that a Zaranite heads the Department of Finance and that many large contracts seem to end up assigned to Zaran or Zaranite-owned companies. Of course, this distrust is probably no more than jealousy of the Zaranites' massive industrial base.

The goals of this race seem to be tied in with the *Casaval* and are difficult to unravel. Though the Zaranites are very curious about the universe around them, they do not wish to share their beliefs with any race or creature. Politically, they are tough opponents and powerful allies.

Chapter 1: Starfleet Officer Creation

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**

~ The magnanimous GM may allow re-rolls on 1's or 2's, possibly 3's ~

For **LUC** and **PSI,** roll straight percentiles (d%)

Choose or roll from the list below ~ *OR* ~ Design a new Species in consultation with the GM.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10			-20	-15	-20	-40
0	Vulcan	+20	+10	+10		-15	+30	-40	

Starfleet Officers are required to maintain STR, END, INT, DEX, CHA and COOL of 55+ each.

Apply the Attribute modifiers for your Species choice.

CONDITIONAL BONUS POINTS

Roll percentiles, divide by two, round down.

1. No more than 30 points may go to any one Attribute
2. No Attribute may modify above 99+/- Species Max.
3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.
No Attribute may modify below 01.

Pre-Academy Life

If at this time you would like to generate the details of your youth, family and Homeworld, refer to pages 67 - 79 now.

In either case, continue here with your Pre-Academy Life below.

These two lists represent your education prior to Starfleet Academy. Divide your INT by 10 and round up. Roll that many d10 on each table.

All sums are cumulative but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skills.
You may petition for skills not on these lists.

Medical Doctors

Enter the Academy after 3yrs of Medical School and graduate full Lt.

Registered Nurses

Enter the Academy after 2yrs of Medical School, graduate LT, J.G.

MEDICAL SCHOOL

Doctors get Medicine (native) 40 plus 110pts amongst the table. Nurses get Medicine (native 25) and 75 pts on the following table. Points may be combined. Nurses with Med (any) 40+ are Doctors, take care.

Biology (s)
Botany
Chemistry
Culture (s)
Ecology
Enviosuit Ops
Life Support Tech
Medicine (s)
Oceanography
Physics
Psych (s)
Sm Eq Tech
Variable-G Ops
Zoology
Custom Specialty

STARFLEET OFFICER RECORD

NAME
SPECIES P.O.B.
RANK
BRANCH
ASSIGNMENT

AGE
SEX
HT
WT
HAIR
EYES
D.O.B.

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										

Personal/Family Notes	CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . . ______
Anthrop__________.______
__________.______
Appraisal . . . . . ______
Archaeo__________.______
__________.______
Art__________.______
__________.______
Astron/Atrophys . . ______
Biology . . . . . ______
Botany . . . . . ______
Bribery . . . . . ______
Burglary . . . . . ______
Carousing . . . . ______
Chemistry . . . . . ______
Combat
Archaic . . . ______
Armed . . . ______
H-T-H . . . ______
Modern . . . ______
Computer Op . . . ______
Computer Tech . . ______
Culture__________.______
__________.______
Dmg Ctrl Proc . . . ______
Def Shield Tech . . ______

Demolitions . . . . ______
Disguise . . . . . ______
Ecology . . . . . ______
Electronics . . . . ______
Enviosuit Ops . . . ______
Federation History . ______
Federation Law . . . ______
Forgery . . . . . ______
Gaming . . . . . ______
Gambling . . . . . ______
Geology . . . . . ______
Hvy Wpns Op/Tech . ______
History__________.______
__________.______
Holotechnology . . ______
Instruction . . . . . ______
Interrogation . . . . ______
Intimidate . . . . . ______
Lang__________.______
__________.______
Law__________.______
__________.______
Leadership . . . . . ______
Life Support Tech . ______
Materials Science. . . ______
Mechanics . . . . . ______

Medicine__________.______
__________.______
Meteorology . . . ______
Negot/Diplomacy.______
Oceanography . . . ______
Pers Wpn Tech . . ______
Philosophy__________.______
__________.______
Physics . . . . . ______
Psych__________.______
__________.______
Scrounge . . . . . ______
Seduction . . . . . ______
Shuttle Pilot . . . . ______
Shuttle Sys Tech . ______
Sm Equip Tech. . . ______
Sm Unit Tactics . . ______
Sports__________.______
__________.______
ST Cbt Tac/Str. . . ______
ST Comm Proc . . . ______
ST Comm Tech . . . ______
ST Engineering . . . . ______
ST Helm . . . . . . ______
ST Navigation . . . . ______
ST Security . . . . . ______

ST Sensors . . . . . ______
ST Services . . . . . ______
ST Weapon Ops . . . ______
ST Weapons Tech . ______
Stealth/Hide . . . ______
Streetwise . . . . . ______
Survival__________.______
__________.______
Track/Evade. . . . . ______
Trade & Commerce.______
Transporter Ops . . . ______
Transporter Tech. . ______
Trivia__________.______
__________.______
Variable-G Ops . . ______
Vehicle Op__________.______
__________.______
Warp Drive Tech . . ______
Zoology . . . . . . ______
__________.______
__________.______
__________.______
__________.______
__________.______
__________.______
__________.______

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- Carousing
- Gaming
- Instruction
- Language (s)
- Combat (s)
- Sports (s)
- Streetwise
- Survival (s)
- Vehicle Operation (s)
- Trivia (s)

Formal Education

- Archaeology
- Astronomy/Astrophysics
- Chemistry
- Computer Operation
- Computer Technology
- Culture (s)
- Ecology
- Electronics
- Federation History
- Federation Law
- Physics
- Science (s)

You may take multiple rolls in any skills.
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- Biology (s)
- Botany
- Chemistry
- Culture (s)
- Ecology
- Enviosuit Ops
- Life Support Tech
- Medicine (s)
- Oceanography
- Physics
- Psych (s)
- Sm Eq Tech
- Variable-G Ops
- Zoology
- Custom Specialty

Chapter 2: Starfleet Command

The Academy

Add the following sums to your character sheet.

Administration	10	Federation History	10
Astronomy/Astrophysics	10	Federation Law	10
Combat (H-T-H)	15	Instruction	10
Combat (Marks Mod)	15	Language (s)	10
Combat (Armed) (s)	10	Leadership	10
Computer Operation	10	Sm Equip Tech	10
Damage Control Procedures	10	ST Security	10

Schools

Starfleet maintains three specialized training schools for select candidates. Details and qualifications for each follows.

Contact Team

(as inspired by Stardate Magazine #3/4 Jan/Feb 1985)

With tip of hat to Authors, J. Andrew Keith for the article and David Gerrold for the lore!

Early in Starfleet's history the incredible dangers of these strange new worlds became quite apparent.

To send anyone unprepared was deemed unconscionable, immoral and costly of precious life on all sides.

Officers rotating through Contact Team School are tops of their fields and in prime condition to weather new environments and meet new peoples, both primitive and advanced.

Only quality officers are accepted. Fully half accepted fail out.

To Qualify:

1. **STR** and **END** of **60+** each
   INT, **DEX** and **COOL** at **65+** each.

   If you meet these minimums, your application is queued up. Please wait for Qualifier 2.

2. **Roll 'Starship' on Term Assignment**
   If so, mark the Contact Team column and list 1 year for duration. All schooling precludes honorifics.

PASS or FAIL, Contact Team is one year, can be successfully completed only once, but can be re-taken until passed.

On Acceptance		**PASS or FAIL**
Note that Repeat Candidates may NOT increase the same Attribute twice.	**Add 1d10/2 rd to either STR *or* END** **Add 1d10/2 rd to one of INT *or* CHA** **Add 1d10/2 rd to either DEX *or* COOL**	**you keep these bonuses**

How was your mustard cut?

Roll	Result	Modifiers	
≤ 40	PASS	INT *or* LUC 80+	-10
41 ≥	FAIL	70 - 79	-05

PASS	Add
CBT, Marks Mod	15
CBT, H-T-H	15
Ecology	10
Enviosuit Op	10
Medicine (native)	10
Negot/Diplo	15
Sm Equip Tech	20
Sm Unit Tactics	15
Branch Skills (Total)	40

FAIL: REVERT TO ACTIVE DUTY TABLES, STEP 1

Graduates gain these benefits, FAILS do not.

-20 All future assignment rolls.
However if the modified roll is ≤01, Academy Instructor is assigned.

One Additional skill roll every two years served after graduation occurs.

Command Schools

For Officers seeking a position of authority, Command Schooling stands ready to accept.

Command School can occur at any time in your career, it need not follow the Academy directly.

Medical, Security and Services may not rise to command a ship, base or installation, qualifying only for the Department Head training program.

To Qualify:

Dept Head		**Command**	
INT	70+	INT	75+
CHA	65+	CHA	70+

Department Head

Administration	30
Computer Op	20
Federation Law	10
Instruction	10
Leadership	20
Negot/Diplomacy	10
Branch Specific Total	20

Command

Administration	30 (+0)
Computer Op	20 (+0)
Federation History	20 (+20)
Federation Law	20 (+10)
Instruction	20 (+10)
Leadership	30 (+10)
Negot/Diplomacy	20 (+10)
ST Cbt/Tac Str	20 (+20)

If you first attend Department School (1yr) and later attend Command (1yr), only the points listed in parenthesis are given.

If you only attend Command (2yrs), you receive full points listed before the parenthesis.

Service Branches

Starfleet maintains 3 primary Service Divisions encompassing 8 Branches.

Choose One Branch to **MAJOR** in.

COMMAND

Helm

Navigation

SCIENCES

Science

Medical *

SERVICES

Communications

Engineering

Security *

Services *

** These Branches may not rise to command a Ship, Base or Installation.*

You may **Minor** in one secondary Branch. This intense course of study requires one additional year of your life.

To qualify: **INT 75+**

If so, you receive full points in your **Major** and ***half*** the points (round down) from the **Minor** -***EXCEPTING***- duplicated skills.

In this case, no extra points go to the duplicate skill. Where the **Minor** skill rating is higher than the **Major**, the **Major** rating prevails.

Example. A Helmsman Minoring in Nav receives, (amongst others) ***no*** additional ST Helm from the Nav skill list and only half the listed points of the two unshared skills from the Navigation Branch.

With your Branch Skills added,
Roll 10d10 for additional Branch skills.

Once done, add 1d10 per 10pts INT.
Rolls may go to any old or new skills.

No extra rolls are gained for having Minored in a secondary Branch.

COMMAND

Helm

Astron/Astro	15
Shuttle Pilot	25
ST Cbt/Tac Strategy	20
ST Comm Proc	15
• **ST Helm**	40
ST Navigation	25
ST Sensors	30
ST Weapons Op	25

Navigation

Astron/Astro	30
Deflector Shield Tech	25
St Cbt/Tac Strategy	20
ST Comm Proc	10
ST Helm	25
• **ST Navigation**	40
ST Sensors	20
ST Weapons Op	20
Warp Drive Tech	10

SCIENCES

Science

Astron/Astro	20
Computer Tech	20
Enviosuit Op	10
Life Support Tech	10
Sm Equipment Tech	10
• **ST Sensors**	30
Science (s)	Total 100

Medical

Admin	10
Biology	15
Enviosuit Op	10
Life Support Tech	20
• **Medicine (s)**	Total 60
Negot/Diplomacy	10
Psych (s)	Total 30
Science (s)	Total 30
ST Sensors	15

SERVICES

Communications

Damage Ctrl Proc	15
Electronics	10
Language (s)	Total 50
Negot/Diplomacy	15
• **ST Comm Proc**	40
ST Comm Tech	25
ST Sensors	25
ST Services	10
Transporter Op	10

Engineering

Deflector Shield Tech	15
Electronics	15
Enviosuit Op	10
Life Support Tech	20
Mechanics	15
Sm Equip Tech	10
• **ST Engineering**	40
Transporter Op	20
Transporter Tech	25
Warp Drive Tech	30

Security

CBT, Marks Modern	20
CBT, Armed (s)	10
CBT, H-T-H	20
Enviosuit Op	10
Federation Law	15
Interrogation	10
Psych (s)	10
Shuttle Pilot	15
Sm Unit Tactics	20
• **ST Security**	40
Survival (s)	20
Vehicle Op (s)	10

Services *

Administration	25
Damage Control Proc	20
Deflector Shield Tech	10
Language (s)	Total 40
Life Support Tech	20
Psych (s)	Total 30
• **ST Services**	40
Transporter Op	15

***Services includes the Yeomanry**

Yeoman is both a position and a rank. Yeoman are of 1st, 2nd & 3rd Classes; each reporting to the Class above. A Yeoman is akin to an undeclared Major, allowing an overview of all operations. The Yeomanry ranks from below Ensign to just below a Lt. Yeoman 1st Class promotes to Lt. in a declared specialty.

GM Discretion on career path.

You do not belong here. You are not Morg or Eymorg. Are you Herbert?

Unless you are Herbert, move along. There's nothing here to see here. Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert!

HERBERT π

Herbert exists within and yet outside the Starfleet chain of command.

Herbert carries no rank yet wields specific authorities.

Continue with Cadet Cruise and the normal process from here, Herbert.

Diplomat

Skill		
Admin		20
Art, Appreciation		10
Carousing		15
Culture	Total	30
Federation History		10
Federation Law		15
Language	Total	30
Leadership		20
• **Negot/Diplomacy**		**40**
Sm Unit Tactics		10

Legal

Skill		
Admin		20
Computer Op		15
Culture	Total	20
Federation History		15
• **Federation Law**		**40**
Interrogation		30
Intimidate		20
Language	Total	20
Leadership		10
Psych (s)		10

Analyst

Skill		
• **Admin**		**40**
Appraisal		20
Computer Op		25
Federation Law		30
Gaming		15
Instruction		20
Physics		15
Psych	Total	20
Trade and Commerce		15

Bureaucrat

Skill		
Admin		30
Computer Op		25
Federation Law		30
Instruction		10
Language	Total	25
Negotiation/Diplomacy		15
Trade & Commerce		20
• **Professional Specialty** (player choice)	Total	40

Don't forget your 10d10 Branch and INT Bonus rolls, Herbert!

Intelligence*

Assign the point totals to any skills of your choice from the pool.

40
30
25
20
20
15
15
15
10
10

Admin
Bribery
Burglary
Carousing
Cbt H-T-H
Culture (s)
Disguise
Federation Law
Interrogation
Intimidate
Language (s)
Psych (s)
Seduction
Stealth/Hide
Survival (s)
Track/Evade

The 40pt skill will be your particular specialty. 30pt and 25pt should be close ancillaries to the Specialty.

As you go to 20, 15 and 10pt totals, those can go to any choice or some can be combined to make a greater (Total) for the (s) skills available.

Example Intimidate 40 is well backed by 30pts of facts, Admin or brawn, Cbt H-T-H. Perhaps the 25pts goes to that lesser choice or another entirely. The two 20's might go to Track and Carousing to find your target while some 15's and 10's may combine to a (Total) for Psych, Lang or Culture. Consult your GM.

*For **Intelligence**; you may not split individual point totals, but may combine them ***if*** put into (s) skills such as Culture (s), Psych (s), etc. Combining two Psych (s) 15's becomes one Psych (Total) 30.

What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split any way desired. Psych (s) 15 is 15pts to one specialty. Psych (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

The Cadet Cruise

Upon graduation from the Academy, you become a Midshipman for your one-year Cadet Cruise. Your success or failure here may affect the rest of your career.

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

So, how well did you do and where were you when it all went down? Follow Steps 1 - 3.

1.	Cruise Assignment	Modifiers		
≤ 15	Starship	LUC	70+	-10
16 - 25	Exploration		60 - 69	-05
26 - 50	Military		01 - 40	+05
51 - 75	Colonization	INT	70+	-10
76 +	Starbase		60 - 69	-05
		Failed prior Cruise		+10

2.	Cruise Results	Modifiers		
≤ 05	Passed, High Honors	Starship		-20
	Promoted to Lt.	Exploration		-10
06 - 15	Passed, Honors	Military		-10
	Promoted to Lt. J.G.	INT	70+	-10
16 - 60	Passed		60 - 69	-05
	Promoted to Ensign	Per additional Cruise		+10
61 +	FAILED. Goto Step 3			

3.	Notice*
≤ 03	Major Award (page 58, Table 2)
04 - 09	Minor Award (page 59, Table 3)
10 - 20	Commendation ** (page 59, Table 4)
21 +	No notice at this time.

Modifiers

Assignment		Cruise Result		Attributes		
Starship	-10	Passed w/High Honors	-10	LUC	80+	-10
Exploration	-05	Passed w/ Honors	-05		70 - 79	-05
Military	-10	Failed Cruise	+20	INT	80+	-10
		Per additional Cruise	+01		70 - 79	-05

A Cruise can be repeated up to six times. After that, you are passed as an Ensign. Congratulations, you wore them down.

* If FAIL the Cruise AND roll below 21 on this table, you've received a REPRIMAND.

A FAILED Officer can receive no positive recognition on their Cruise.

** Even PASSED Officers have troubles! If you rolled Commendation, make a LUC roll. If failed, draw a Reprimand.

The graduating Cadet receives a given number of 1d10 skill rolls, new or old.

Branch-specific Cruise	Rolls
1st	5
2nd	9
3rd	12
4th	14
5th	15
6th	15

Bonus Rolls

Every 10pts of INT gets 1d10 rolls in any skills, new or old. These are only taken once on Graduation.

Cadets on additional cruises after the first get 1d10 bonus *per* Cruise in Carousing, Gaming, Gambling *or* Streetwise.

Chapter 3: Service Record

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

Active Duty Terms

Here you'll determine the number of Terms served prior to starting gameplay. This is the Who, What, Where, When and How well you performed.

Roll 1d10/2 ru with the following modifiers.

Ensign or Yeoman	-1	Captain	+3
Lt. J.G. or Lt. or Ymn.	-	Fleet Captain	+4
Lt. Cmdr or Ymn.	+1	Commodore	+5
Commander	+2	Admiral	+6

Consult the GM for your rank.

Mark the number of terms on your sheet and for each term repeat Steps 1 - 3.

Consult the GM if you wish to roleplay a more veteran or green character.

1. **Assignment** Roll d% against the following table.

Roll	Posting	Modifiers		
01 - 10	Starship (Contact Team option)	INT	70+	-10
11 - 20	Exploration		60 - 69	-05
21 - 35	Military	LUC	70+	-10
36 - 60	Colonization		60 - 69	-05
61 - 80	Merchant Marine	Grad Hi Honors, 1st assign only		-20
81 - 90	Starbase Duty	Grad Honors, 1st assign only		-10
91 +	Academy Instructor	Contact Team, All assignments		-20*
		PO previous assignment only		+20

*** Assignment rolls modifying below 01 are sent on the Academy Instructor circuit.**

2. **Duration** Roll 1d10/2 round up or down. This is years-spent at each post. The Specialty Schools have durations of one or two years each.

3. **Efficiency** Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating		Result	Modifiers		
EXemplary	≤ 01	Choose your next Assign*	INT	80+	-10
OUtstanding	02 - 10	Stay at Current Assign**		70 - 79	-05
AVerage	11 - 80	Roll Assign per Step 1	LUC	80+	-10
POor***	81 +	+20 on next Assign Roll		70 - 79	-05
			Starship		-05
			Contact Team		-05

* You may choose Starship Assignment, but NOT Contact Team.

** If you want a transfer, roll LUC. SUCCESS converts your **OU** to **AV** with your next assignment rolled per Step 1. FAIL continues at your current assignment with your **OU** rating turned to **AV** for the paperwork invoked. Think of it as a 'thank you', from the Yeomanry. By the way, how do you take your coffee again?

*** See page 58, Officer's Medals, Awards and Honorifics for more on **PO** ratings.

Efficiency can be averaged over the Term for more exacting ideas.
Example. A **PO** five-year term could not have been all bad. Could it? One year may have been **EX** or a few **OU's or AV** were flushed by some or one big ol' **PO**.

Chapter 4: Skill Sets

Accumulated Learning Experience

Every year of Active Duty* gets 1d10 skill rolls. To this number, add the following modifiers. These rolls may be put into any skill, new or old.

Modifier		Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1
Contact Team		1 per 2 years *after* Graduation, round down.
Starship		1 per 2 years on board, round down.
Academy Inst		1 per year on Instruction
Starbase Duty		1 per year on Gaming, Gambling or Streetwise
In Hospital		1 per year on Gaming, Gambling or Trivia (s)

*Contact Team, Department Head and Command Schools do NOT count towards this total as they already pack loads of exclusive training into their term length.

Chapter 5: Life's Lil' Details

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

- Finally -

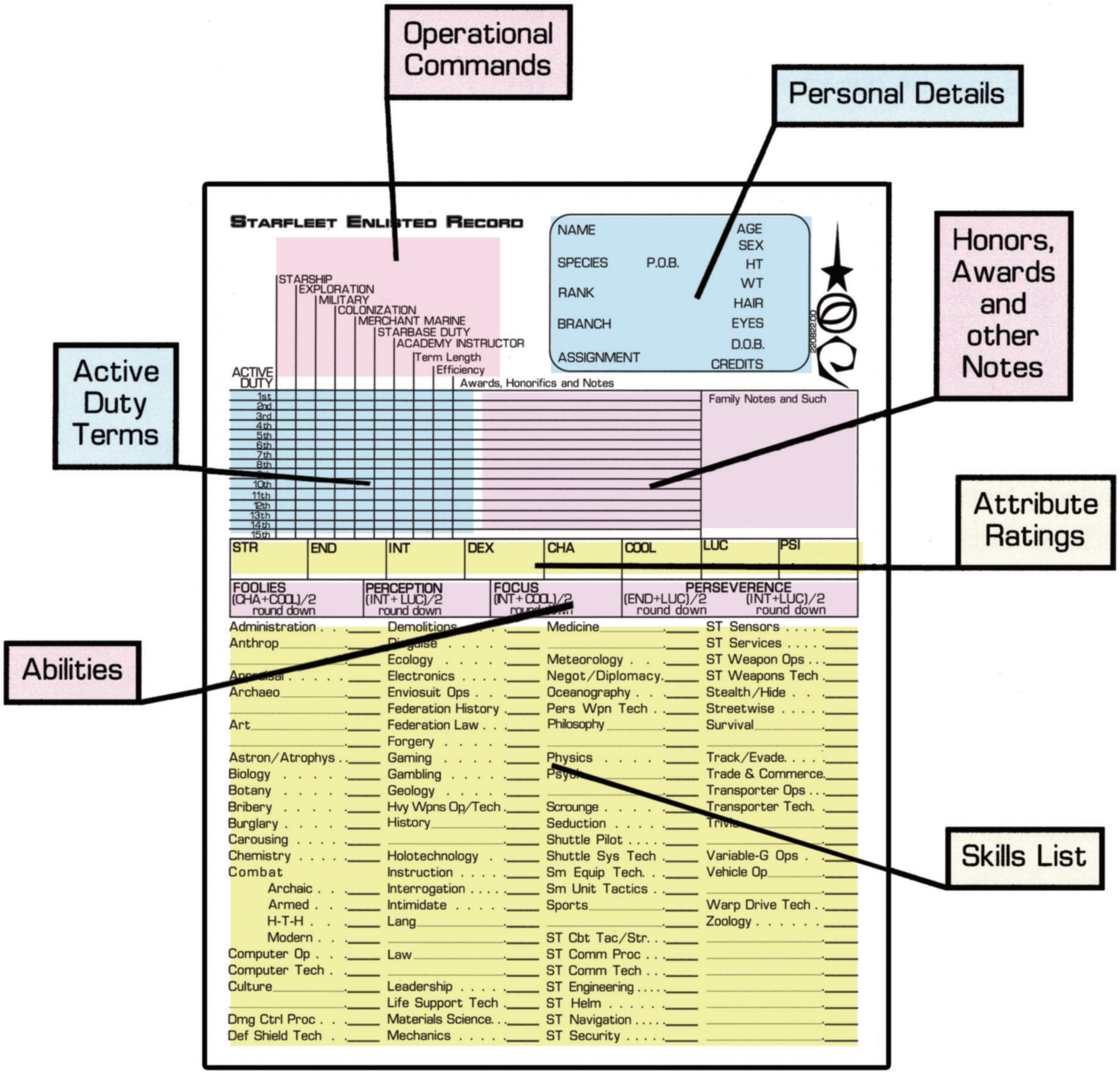
What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

To the Officers of Starfleet,

Please accept our congratulations and thanks for your continuing service to the Peoples of the United Federation of Planets.

May you Live Long and Prosper.
-The Peoples of the United Federation of Planets

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.



STARFLEET ENLISTED RECORD

NAME AGE
SEX
SPECIES P.O.B. HT
WT
RANK HAIR
BRANCH EYES
D.O.B.
ASSIGNMENT CREDITS

ACTIVE DUTY: STARSHIP, EXPLORATION, MILITARY, COLONIZATION, MERCHANT MARINE, STARBASE DUTY, ACADEMY INSTRUCTOR, Term Length, Efficiency, Awards, Honorifics and Notes

1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th, 13th, 14th, 15th

Family Notes and Such

STR END INT DEX CHA COOL LUC PSI

FOOLIES (CHA+COOL)/2 round down
PERCEPTION (INT+LUC)/2 round down
FOCUS (INT+COOL)/2 round down
PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Atrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat
Archaic
Armed
H-T-H
Modern
Computer Op
Computer Tech
Culture
Dmg Ctrl Proc
Def Shield Tech

Demolitions
Disguise
Ecology
Electronics
Enviosuit Ops
Federation History
Federation Law
Forgery
Gaming
Gambling
Geology
Hvy Wpns Op/Tech
History
Holotechnology
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics

Medicine
Meteorology
Negot/Diplomacy
Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech.
Sm Unit Tactics
Sports
ST Cbt Tac/Str.
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security

ST Sensors
ST Services
ST Weapon Ops
ST Weapons Tech
Stealth/Hide
Streetwise
Survival
Track/Evade
Trade & Commerce
Transporter Ops
Transporter Tech.
Trivia
Variable-G Ops
Vehicle Op
Warp Drive Tech
Zoology

Enlisted and Non-Commissioned Officer Character Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

STARFLEET ENLISTED RECORD

NAME
AGE
SEX
SPECIES
P.O.B.
HT
WT
RANK
HAIR
BRANCH
EYES
D.O.B.
ASSIGNMENT
CREDITS

230101.01

ACTIVE DUTY	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										
13th										
14th										
15th										

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration . . . ._____
Anthrop__________._____
______________._____
Appraisal . . . . . ._____
Archaeo__________._____
______________._____
Art____________._____
______________._____
Astron/Atrophys . ._____
Biology . . . . ._____
Botany . . . . ._____
Bribery . . . . ._____
Burglary . . . . ._____
Carousing . . . ._____
Chemistry . . . . ._____
Combat
Archaic . . ._____
Armed . . ._____
H-T-H . . ._____
Modern . . ._____
Computer Op . . ._____
Computer Tech . ._____
Culture__________._____
______________._____
Dmg Ctrl Proc . . ._____
Def Shield Tech . ._____

Demolitions . . . ._____
Disguise . . . . ._____
Ecology . . . . ._____
Electronics . . . . ._____
Enviosuit Ops . . ._____
Federation History ._____
Federation Law . . ._____
Forgery . . . . ._____
Gaming . . . . ._____
Gambling . . . . ._____
Geology . . . . ._____
Hvy Wpns Op/Tech ._____
History__________._____
______________._____
Holotechnology . ._____
Instruction . . . . ._____
Interrogation . . . . ._____
Intimidate . . . . ._____
Lang____________._____
______________._____
Law____________._____
______________._____
Leadership . . . . ._____
Life Support Tech ._____
Materials Science. . ._____
Mechanics . . . . ._____

Medicine__________._____
______________._____
Meteorology . . ._____
Negot/Diplomacy._____
Oceanography . . ._____
Pers Wpn Tech . ._____
Philosophy________._____
______________._____
Physics . . . . ._____
Psych___________._____
______________._____
Scrounge . . . . ._____
Seduction . . . . ._____
Shuttle Pilot . . . . ._____
Shuttle Sys Tech ._____
Sm Equip Tech. . ._____
Sm Unit Tactics . ._____
Sports___________._____
______________._____
ST Cbt Tac/Str. . ._____
ST Comm Proc . . ._____
ST Comm Tech . . ._____
ST Engineering . . . . ._____
ST Helm . . . . . ._____
ST Navigation . . . . ._____
ST Security . . . . ._____

ST Sensors . . . . ._____
ST Services . . . . ._____
ST Weapon Ops . . ._____
ST Weapons Tech ._____
Stealth/Hide . . ._____
Streetwise . . . . ._____
Survival__________._____
______________._____
Track/Evade. . . . ._____
Trade & Commerce._____
Transporter Ops . . ._____
Transporter Tech. ._____
Trivia___________._____
______________._____
Variable-G Ops . ._____
Vehicle Op________._____
______________._____
Warp Drive Tech . ._____
Zoology . . . . . ._____
______________._____
______________._____
______________._____
______________._____
______________._____
______________._____
______________._____

Chapter 1: Enlisted and N.C.O. Creation

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**
~ NO RE-ROLLS ~
For **LUC** and **PSI,** roll straight percentiles (d%)

Choose or roll from the list below
~ *OR* ~
Design a new Species in consultation with the GM.

Apply the Attribute modifiers for your Species choice. This is the ONLY circumstance where Attributes may rise above 99.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10			-20	-15	-20	-40
0	Vulcan	+20	+10	+10		-15	+30	-40	

Enlisted Personnel are required to maintain STR, END, INT, DEX, CHA and COOL of 45+ each.

CONDITIONAL BONUS POINTS

Roll percentiles, divide by three, **round down.**

1. No more than 10 points may go to any one Attribute
2. No Attribute may modify above 99.
3. Only Vulcans may alter their PSI with Bonus Points.

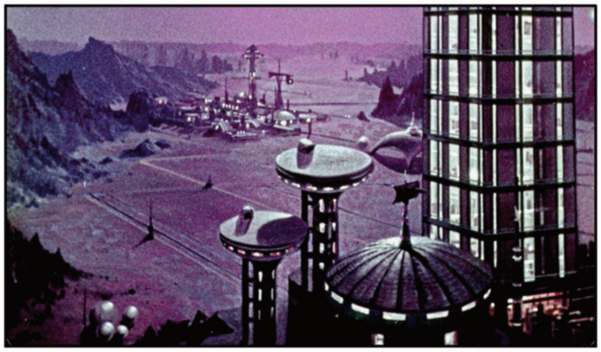
Note: COOL, LUC, PSI are all Max 99 regardless of species.
No Attribute may modify below 01.

Pre-Enlistment Life

To create your Family Backstory, refer to pages 67 - 79, now or later.

Continue here by dicing on these next two lists, representing your education prior to Starfleet.

1. Divide your INT by 10, round up.
2. Split that many d10 rolls between the two tables.



All sums are cumulative but may not breach 99.

Personal Development

- Administration
- Art (s)
- Carousing
- Gaming
- Instruction
- Language (s)
- Combat (s)
- Sports (s)
- Streetwise
- Survival (s)
- Vehicle Operation (s)
- Trivia (s)

Formal Education

- Archaeology
- Astronomy/Astrophysics
- Chemistry
- Computer Operation
- Computer Technology
- Culture (s)
- Ecology
- Electronics
- Federation History
- Federation Law
- Physics
- Science (s)

You may take multiple rolls in any skill(s).
You may petition for skills not on these lists.

Chapter 2: Starfleet Command

Basic Training

Add the following sums to your character sheet.

Administration	10	Damage Control Proc	15
Combat (H-T-H)	10	Life Support Tech	10
Combat (Marks Mod)	10	Sm Equip Tech	10
Computer Operation	10	ST Services	10
Computer Technology	15		

Service Branches

Starfleet maintains 3 primary Service Divisions encompassing 8 Branches. Choose one to **MAJOR** in and add those sums.

COMMAND

Helm		Navigation	
Electronics	20	Deflector Shield Tech	15
ST Comm Proc	10	Electronics	10
ST Helm	10	ST Comm Tech	10
ST Navigation	10	ST Helm	10
ST Sensors	10	**ST Navigation**	10
ST Weapons Op	20	ST Weapons Op	15
ST Weapons Tech	20	ST Weapons Tech	20
		Warp Drive Tech	10

SCIENCES

Science		Medical	
Chemistry	10	Admin	10
Enviosuit Op	10	Biology	15
Life Support Tech	15	Botany	10
Physics	10	Enviosuit Op	15
Sm Equipment Tech	20	Life Support Tech	15
ST Sensors	20	**Medicine (s)**	Total 20
Science related Skill (s)	15	ST Sensors	15

SERVICES

Communications		Engineering	
Electronics	10	Deflector Shield Tech	10
Sm Equip Tech	15	Electronics	10
ST Comm Proc	10	Enviosuit Op	10
ST Comm Tech	20	Life Support Tech	10
ST Sensors	20	Sm Equip Tech	10
ST Services	10	**ST Engineering**	20
Transporter Tech	15	Transporter Tech	15
		Warp Drive Tech	15

Security		Services	
Admin	10	Administration	15
CBT, Marks Modern	15	Damage Control Proc	15
CBT, Armed (s)	10	Life Support Tech	15
CBT, H-T-H	15	Language (s)	Total 20
Federation Law	15	**ST Services**	20
Sm Unit Tactics	15	Transporter Op	15
ST Security	20		

With your Branch Skills added Roll 5d10 additional Branch skills.

Lastly, add 1d10 per 20pts INT. Rolls go to any skill, new or old.

Chapter 3: Service Record

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

Active Duty Tables The Who, What, Where, When and How Well you served.

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term repeat Steps 1 - 3. Consult the GM if you wish to roleplay a more veteran or green character.

Recruit	*	Chief Petty Officer	+3
Enlisted, 2nd/1st Class	-	Senior Chief Petty Officer	+4
Petty Officer, 2nd Class	+1	Master Chief Petty Officer	+5
Petty Officer, 1st Class	+2	Warrant Officer	+6

*The rank of 'Recruit' is equivalent to Cadet for Officers. Recruits are one-year, one-term ranks only. You either make it to Enlisted, 2nd or 1st Class at the end of that year or wash out of Starfleet entirely. No second chances as a Cadet has. A Recruit can catch the O.C.S. option if rolled on that first term. A POOR Efficiency roll means wash-out is automatic. Starfleet will keep any Average or better Recruit to work the furnaces. A PO Recruit is bottom of the bottom.

---

1. Assignment

Roll	Posting	Modifiers		
01 - 10	Starship *O.C.S. Option, p49	INT	70+	-10
11 - 20	Exploration		60 - 69	-05
21 - 35	Military	LUC	70+	-10
36 - 60	Colonization		60 - 69	-05
61 - 80	Merchant Marine	Starship		-10
81 - 00	Starbase Duty	Exploration		-05
		Military		-05
		PO previous assignment only		+20

2. Duration

Roll 1d10/2 round up or down. This is years-spent at each post.

3. Efficiency

Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating		Result	Modifiers		
EXemplary	≤ 01	Choose your next Assign	INT	80+	-10
OUtstanding	02 - 10	Stay at Current Assign*		70 - 79	-05
AVerage	11 - 80	Roll Assign per Step 1	LUC	80+	-10
POor**	81 +	+20 on next Assign Roll		70 - 79	-05
			Starship		-05

* If you want a transfer, roll LUC. SUCCESS converts your **OU** to **AV** with your next assignment rolled per Step 1. FAIL continues at your current assignment with your **OU** rating turned to **AV** for the paperwork invoked. Think of it as a 'thank you', from the Yeomanry. By the way, how do you take your coffee again?

** See page 61, Enlisted/NCO Medals, Awards & Honorifics for more on **PO** ratings.

Efficiency can be averaged over the Term for more exacting ideas.
Example. A **PO** five-year term could not have been all bad. Could it? One year may have been **EX** or a few **OU's or AV** were flushed by some or one big ol' **PO**.

Chapter 4: Skill Sets

Accumulated Learning Experience

Every year of Active Duty gets 1d10 skill rolls.
To this number, add the following modifiers.
These rolls may be put into any skill, new or old.

Modifier		Additional Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1

Starship	1 per 2 years on board, round down.
Starbase Duty	1 per year on Gaming, Gambling or Streetwise
In Hospital	1 per year on Gaming, Gambling or Trivia (s)

Officer Candidate School

If your STR, END, INT, DEX, CHA and COOL are all 55+ and you roll 'Starship', make a LUC roll.

If fail, proceed with the normal Enlisted/NCO generation.

If Successful, compare the Academy and Basic Training skill sets and add the 50pt difference to your character sheet as well as the 100pt difference from your Branch specialty.

From there, bypass Cadet Cruise and sign on to your next tour as an Ensign or Yeoman under the Officer Generation rules. For money, divide the years appropriately.

Chapter 5: Life's Lil' Details

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

- Finally -

What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

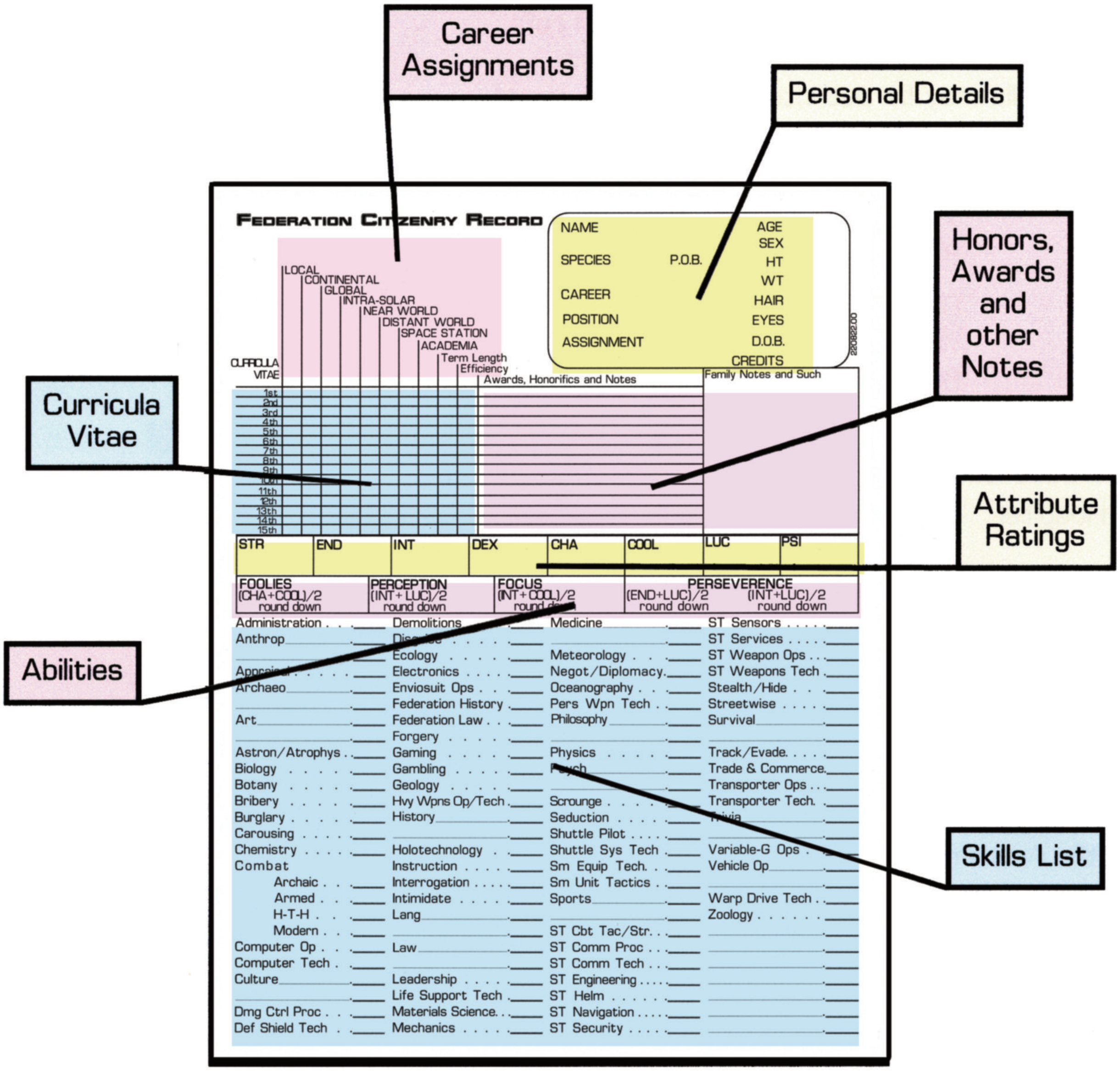
To the Women and Men of Starfleet.

Please accept our congratulations and thanks for your continuing service to the Peoples of the United Federation of Planets.

May you Live Long and Prosper.
-The Peoples of the United Federation of Planets

Federation Citizen Generation

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.



FEDERATION CITIZENRY RECORD

NAME
SPECIES
P.O.B.
CAREER
POSITION
ASSIGNMENT
AGE
SEX
HT
WT
HAIR
EYES
D.O.B.
CREDITS
220822.00

CURRICULA VITAE
LOCAL
CONTINENTAL
GLOBAL
INTRA-SOLAR
NEAR WORLD
DISTANT WORLD
SPACE STATION
ACADEMIA
Term Length
Efficiency
Awards, Honorifics and Notes
Family Notes and Such
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th
12th
13th
14th
15th

STR
END
INT
DEX
CHA
COOL
LUC
PSI

FOOLIES (CHA+COOL)/2 round down
PERCEPTION (INT+LUC)/2 round down
FOCUS (INT+COOL)/2 round down
PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Atrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat
  Archaic
  Armed
  H-T-H
  Modern
Computer Op
Computer Tech
Culture
Dmg Ctrl Proc
Def Shield Tech

Demolitions
Disguise
Ecology
Electronics
Enviosuit Ops
Federation History
Federation Law
Forgery
Gaming
Gambling
Geology
Hvy Wpns Op/Tech
History
Holotechnology
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics

Medicine
Meteorology
Negot/Diplomacy
Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech.
Sm Unit Tactics
Sports
ST Cbt Tac/Str.
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security

ST Sensors
ST Services
ST Weapon Ops
ST Weapons Tech
Stealth/Hide
Streetwise
Survival
Track/Evade.
Trade & Commerce.
Transporter Ops
Transporter Tech.
Trivia
Variable-G Ops
Vehicle Op
Warp Drive Tech
Zoology

Federation Citizenry Character Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

FEDERATION CITIZENRY RECORD

NAME
AGE
SEX
SPECIES
P.O.B.
HT
WT
CAREER
HAIR
POSITION
EYES
ASSIGNMENT
D.O.B.
CREDITS

230101.01

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ._____
Anthrop__________._____
__________._____
Appraisal . . . . . ._____
Archaeo__________._____
__________._____
Art__________._____
__________._____
Astron/Atrophys . ._____
Biology . . . . . ._____
Botany . . . . . ._____
Bribery . . . . . ._____
Burglary . . . . . ._____
Carousing . . . . ._____
Chemistry . . . . ._____
Combat
  Archaic . . ._____
  Armed . . ._____
  H-T-H . . ._____
  Modern . . ._____
Computer Op . . ._____
Computer Tech . ._____
Culture__________._____
__________._____
Dmg Ctrl Proc . . ._____
Def Shield Tech . ._____

Demolitions . . . ._____
Disguise . . . . ._____
Ecology . . . . ._____
Electronics . . . . ._____
Enviosuit Ops . . ._____
Federation History ._____
Federation Law . . ._____
Forgery . . . . ._____
Gaming . . . . ._____
Gambling . . . . ._____
Geology . . . . ._____
Hvy Wpns Op/Tech ._____
History__________._____
__________._____
Holotechnology . ._____
Instruction . . . . ._____
Interrogation . . . . ._____
Intimidate . . . . ._____
Lang__________._____
__________._____
Law__________._____
__________._____
Leadership . . . . ._____
Life Support Tech ._____
Materials Science. . ._____
Mechanics . . . . ._____

Medicine__________._____
__________._____
Meteorology . . ._____
Negot/Diplomacy._____
Oceanography . . ._____
Pers Wpn Tech . ._____
Philosophy__________._____
__________._____
Physics . . . . ._____
Psych__________._____
__________._____
Scrounge . . . . ._____
Seduction . . . . ._____
Shuttle Pilot . . . ._____
Shuttle Sys Tech ._____
Sm Equip Tech. . ._____
Sm Unit Tactics . ._____
Sports__________._____
__________._____
ST Cbt Tac/Str. . ._____
ST Comm Proc . . ._____
ST Comm Tech . . ._____
ST Engineering . . . ._____
ST Helm . . . . ._____
ST Navigation . . . ._____
ST Security . . . . ._____

ST Sensors . . . . ._____
ST Services . . . . ._____
ST Weapon Ops . . ._____
ST Weapons Tech ._____
Stealth/Hide . . ._____
Streetwise . . . . ._____
Survival__________._____
__________._____
Track/Evade. . . . ._____
Trade & Commerce._____
Transporter Ops . . ._____
Transporter Tech. ._____
Trivia__________._____
__________._____
Variable-G Ops . ._____
Vehicle Op__________._____
__________._____
Warp Drive Tech . ._____
Zoology . . . . . . ._____
__________._____
__________._____
__________._____
__________._____
__________._____
__________._____
__________._____

Chapter 1: Federation Citizenry

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**
~ NO RE-ROLLS ~

For **LUC** and **PSI,** roll straight percentiles (d%)

Choose or roll from the list below
~ *OR* ~
Design a new Species in consultation with the GM.

Apply the Attribute modifiers for your Species choice. This is the ONLY circumstance where Attributes may rise above 99.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10			-20	-15	-20	-40
0	Vulcan	+20	+10	+10		-15	+30	-40	

To roll an exceptional figure, use SF Officer Generation rules and continue with the Pre-Academy, then return here and continue with Ch2, Collegiate Times.

Apply the Attribute modifiers for your Species choice.

CONDITIONAL BONUS POINTS

Roll percentiles, divide by four, round down.

1. No more than 10 points may go to any one Attribute
2. No Attribute may modify above 99.
3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.
No Attribute may modify below 01.

Pre-College Life

If at this time you would like to generate the details of your youth, family and Homeworld, refer to pages 67 - 79 now.

These two lists represent your education prior to Starfleet Academy. Divide your INT by 10 and round up. Roll that many d10 on each table.

All sums are cumulative but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skill(s).
You may petition for skills not on these lists.

Medical Doctors

Skip Basic Curricula, entering 'College' after 3yrs Medical School.

Registered Nurses

Skip Basic Curricula, entering 'College' after 2yrs Medical School.

MEDICAL SCHOOL

Doctors get Medicine (native) 40 plus 110pts amongst the table. Nurses get Medicine (native 25) and 75 pts on the following table. Points may be combined. Nurses with Med (any) 40+ are Doctors, take care.

Biology (s)
Botany
Chemistry
Culture (s)
Ecology
Enviosuit Ops
Life Support Tech
Medicine (s)
Oceanography
Physics
Psych (s)
Sm Eq Tech
Variable-G Ops
Zoology
Custom Specialty

Chapter 2: Collegiate Times

Pick a Profession

Anything existing today or in the future. If it's similar enough to an existing table of skills, use that; Engineering, Science, Medical, etc.

Basic Curriculum

High School/Tradecraft

With the GM, devise a 150 point pool of skills to distribute among on the following condition that one increment be 35 and the others may be any mix of 15's and 10's each.*

Advanced Curricula

College/University

With the GM, devise a 200 point pool of profession-specific (College Major) skills distributed by 40, 30, 25, 20, 20, 15, 15, 15, 10, 10 increments*.

Additional Curriculae

College Minor

Available to INT 70+. Akin to taking a College Minor. In this case, you are adding one year of additional study to your life for 100 skill points. With the GM, assign those in any combination of 10 and 15 point increments to the specialty. No skills may overlap with your chosen Major from Advanced Curricula. Accelerated may take on Additional Curriculae.

Accelerated Curricula

Master's/ PHD

Available to INT 80+. With the GM, assign 100 additional points in any combination of 10 and 15 point increments to your Advanced Curricula skills. This training is akin to schools such as the Daystrom Institute for Computer Sciences. Every field has its prestigious places of learning. This learning takes place in the same time-span of 'College', as Basic and Advanced Curricula combined.

* You may not split individual point totals, but may combine them ***if*** put into (s) skills such as Art (s), Culture (s), Language (s) etc. Combining two Art (s) 15's becomes one Art (Total) 30.

What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split any way desired. Art (s) 15 is 15pts to one specialty. Art (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

With your Professional Skills added,
Roll 10d10 for additional Professional skills.

Once done, add 1d10 per 10pts INT.
Rolls may go to any old or new skills.

Retired Starfleet have served a minimum of 20 years before entering civilian life. Retirees enter the citizenry at a commensurate position to their skill and experience, making valuable consultants over a range of professions and circumstances. Retirees skip the Citizenry process thru to Curricula Vitae which is rolled as instructed.

Chapter 3: Curricula Vitae

Career Tables The Who, What, Where, When and How Well you did.

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term repeat Steps 1 - 3. Consult the GM if you wish to roleplay a more veteran or green character.

Pie-eye Novice	- 1	Mid-career	+3
Fresh-faced Newbie	-	Mid-career	+4
Early-career	+ 1	Senior-career	+5
Early-career	+ 2	Senior-career	+6

A Starfleet Retiree has their Active Duty Terms plus the above, sans 'Pie-eye'.

1. Assignment

Roll	Posting
01 - 12	Local
13 - 24	Continental
25 - 37	Global
38 - 50	Intra-solar
51 - 62	Near World, 1d10 L.Y.
63 - 75	Distant World, 10d10 L.Y.
76 - 87	Space Station
88 - 00	Academia

There are no modifiers to this table as they are all equally valuable in their potential. One need not accept a job posting wherever rolled for. Consult your GM as to custom-tailoring.

2. Duration

Roll 1d10/2 round up or down. This is years-spent at each post.

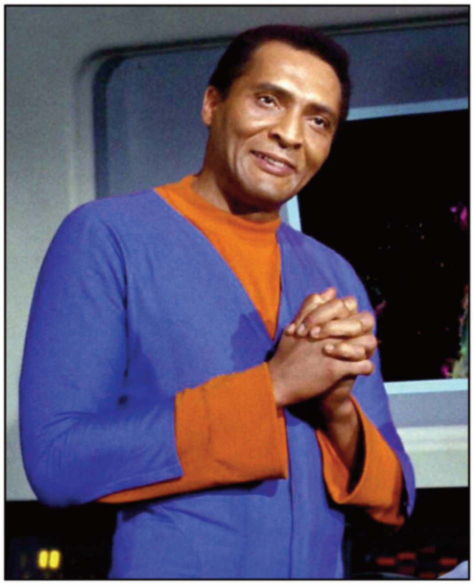
3. Efficiency

Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating		Result	Modifiers		
EXemplary	≤ 01	Choose your next Assign	INT	80+	-10
OUtstanding	02 - 10	Stay at Current Assign		70 - 79	-05
AVerage	11 - 80	Roll Assign per Step 1	LUC	80+	-10
POor	81 +			70 - 79	-05

Efficiency can be averaged over the Term for more exacting ideas. **Example.** A **PO** five-year term could not have been all bad. Could it? One year may have been **EX** or a few **OU's or AV** were flushed by some or one big ol' **PO**.

Chapter 4: Skill Sets



Accumulated Learning Experience

Every year of Terms gets 1d10 skill roll.
To this number, add the following modifiers.
These rolls may be put into any skill, new or old.

Modifier		Additional Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1

Chapter 5: Life's Lil' Details

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

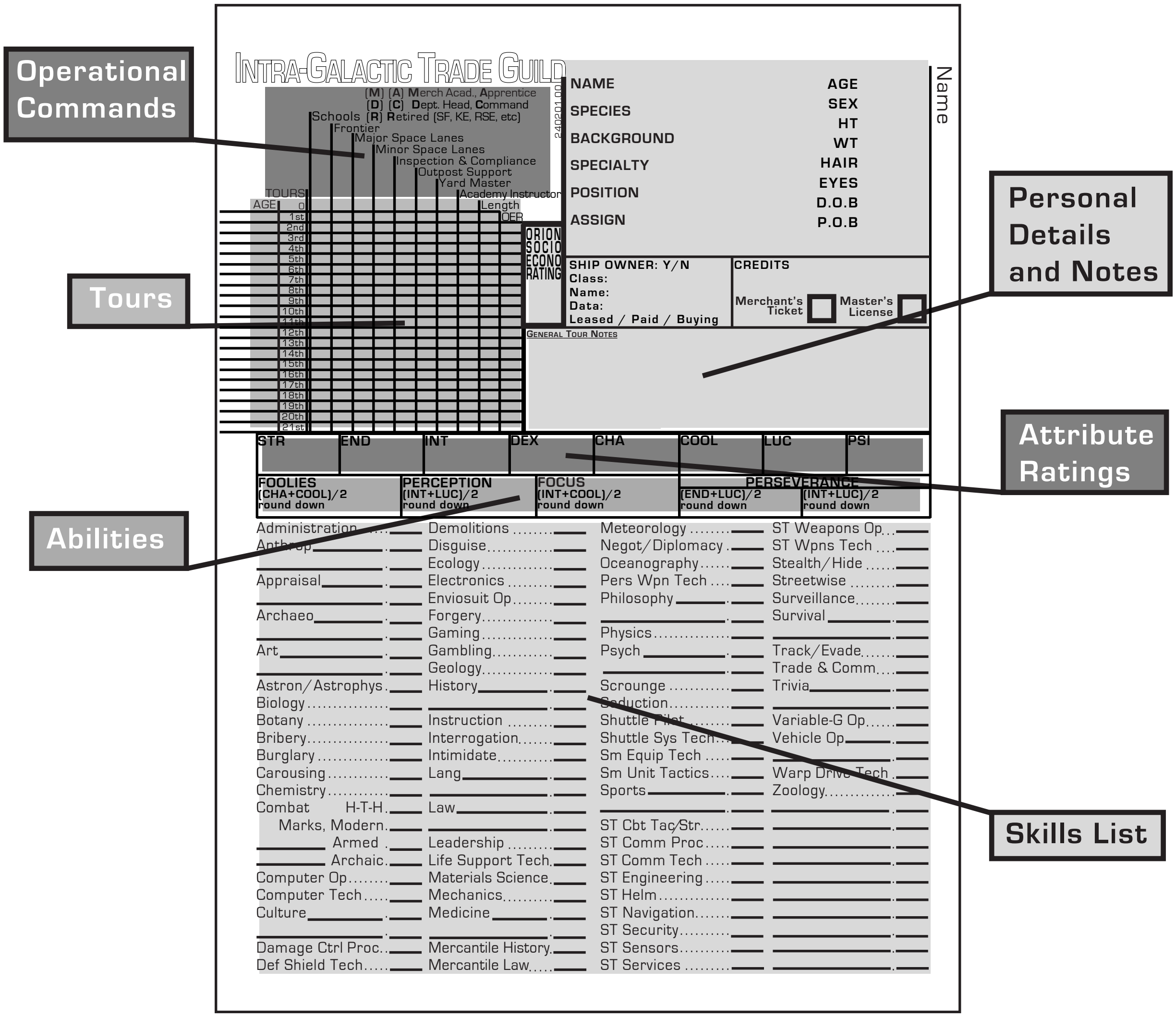
Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Academic Honors. From degrees, stipends, honoraria, rolls, tenures, keynotes to board memberships and many other options, this game system has not adapted an Awards Table to grant such titles at this time.

-Finally-

What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

Get yourself a pencil, eraser, ten-sided dice,
a character sheet and flip to the next page.


Operational Commands
Tours
Abilities
Personal Details and Notes
Attribute Ratings
Skills List

INTRA-GALACTIC TRADE GUILD

240201.00

(**M**) (**A**) **M**erch Acad., **A**pprentice
(**D**) (**C**) **D**ept. Head, **C**ommand
Schools (**R**) **R**etired (SF, KE, RSE, etc)
Frontier
Major Space Lanes
Minor Space Lanes
Inspection & Compliance
Outpost Support
Yard Master
Academy Instructor
Length
OER

TOURS
AGE
0
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th
12th
13th
14th
15th
16th
17th
18th
19th
20th
21st

ORION SOCIO ECONO RATING

Name

NAME
SPECIES
BACKGROUND
SPECIALTY
POSITION
ASSIGN

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

SHIP OWNER: Y/N
Class:
Name:
Data:
Leased / Paid / Buying

CREDITS
Merchant's Ticket ☐
Master's License ☐

GENERAL TOUR NOTES

STR **END** **INT** **DEX** **CHA** **COOL** **LUC** **PSI**

FOOLIES (CHA+COOL)/2 round down
PERCEPTION (INT+LUC)/2 round down
FOCUS (INT+COOL)/2 round down
PERSEVERANCE (END+LUC)/2 round down (INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat H-T-H
Marks, Modern
Armed
Archaic
Computer Op
Computer Tech
Culture
Damage Ctrl Proc.
Def Shield Tech

Demolitions
Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
History
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Mercantile History
Mercantile Law

Meteorology
Negot/Diplomacy
Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cbt Tac/Str.
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Services

ST Weapons Op
ST Wpns Tech
Stealth/Hide
Streetwise
Surveillance
Survival
Track/Evade
Trade & Comm.
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic Trader Character Sheet

More options in Supplement S13: Adversary Character Sheets

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

INTRA-GALACTIC TRADE GUILD

240201.00

(M) **(A)** **M**erch Acad., **A**pprentice
(D) **(C)** **D**ept. Head, **C**ommand
Schools **(R)** **R**etired (SF, KE, RSE, etc)

AGE	TOURS	Schools	Frontier	Major Space Lanes	Minor Space Lanes	Academy Instructor	Inspection & Compliance	Outpost Support	Yard Master	Length	OER
	0										
	1st										
	2nd										
	3rd										
	4th										
	5th										
	6th										
	7th										
	8th										
	9th										
	10th										
	11th										
	12th										
	13th										
	14th										
	15th										
	16th										
	17th										
	18th										
	19th										
	20th										

ORION SOCIO ECONO RATING

K'ZIN CLOUT

Name

NAME
SPECIES
BACKGROUND
SPECIALTY
POSITION
ASSIGN

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

SHIP OWNER: Y/N
Class:
Name:
Data:
Leased / Paid / Buying

CREDITS

Merchant's Ticket ☐ **Master's License** ☐

GENERAL TOUR NOTES

RETIRED NOTES

YEARS SERVED

CONTACT TEAM Y/N/F

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	PERSEVERANCE (INT+LUC)/2 round down

Administration ...... ____
Anthrop ________ . ____
________ . ____
Appraisal ________ . ____
________ . ____
Archaeo ________ . ____
________ . ____
Art ________ . ____
________ . ____
Astron/Astrophys . ____
Biology .... ____
Botany .... ____
Bribery .... ____
Burglary .... ____
Carousing .... ____
Chemistry .... ____
Combat H-T-H . ____
Marks, Modern . ____
________ Armed . ____
________ Archaic . ____
Computer Op .... ____
Computer Tech ..... ____
Culture ________ . ____
________ . ____
Damage Ctrl Proc. . ____
Def Shield Tech ..... ____

Demolitions .... ____
Disguise .... ____
Ecology .... ____
Electronics .... ____
Enviosuit Op .... ____
Forgery .... ____
Gaming .... ____
Gambling .... ____
Geology .... ____
History ________ . ____
________ . ____
Instruction .... ____
Interrogation .... ____
Intimidate .... ____
Lang ________ . ____
________ . ____
Law ________ . ____
________ . ____
Leadership .... ____
Life Support Tech . ____
Materials Science . ____
Mechanics .... ____
Medicine ________ . ____
________ . ____
Mercantile History . ____
Mercantile Law ..... ____

Meteorology .... ____
Negot/Diplomacy . ____
Oceanography ..... ____
Pers Wpn Tech .... ____
Philosophy ________ . ____
________ . ____
Physics .... ____
Psych ________ . ____
________ . ____
Scrounge .... ____
Seduction .... ____
Shuttle Pilot .... ____
Shuttle Sys Tech ... ____
Sm Equip Tech ..... ____
Sm Unit Tactics .... ____
Sports ________ . ____
________ . ____
ST Cbt Tac/Str ...... ____
ST Comm Proc ..... ____
ST Comm Tech ..... ____
ST Engineering ..... ____
ST Helm .... ____
ST Navigation ...... ____
ST Security .... ____
ST Sensors .... ____
ST Services .... ____

ST Weapons Op ... ____
ST Wpns Tech .... ____
Stealth/Hide ...... ____
Streetwise .... ____
Surveillance .... ____
Survival ________ . ____
________ . ____
Track/Evade .... ____
Trade & Comm .... ____
Trivia ________ . ____
________ . ____
Variable-G Op ...... ____
Vehicle Op ________ . ____
________ . ____
Warp Drive Tech . ____
Zoology .... ____
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________ . ____
________ . ____

THE MERCHANT ACADEMY

Roll 3d10+40 for each of STR, END, INT, DEX, CHA and COOL.
For LUC and PSI, roll straight percentiles (d%)
Then apply the appropriate following Modifiers.

Note: No Attribute may modify below 01. No matter the species, COOL is always max 99. LUC and PSI are max 100.

	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Alpha Centauran	-	-	-	-	-	-	-20	-10
Andorian	+10	+10	-	-	-	+15	-20	-20
Arcadian	-15	-05	+10	*	-	-10	-10	-30
Ariolon	+10	+10	-	-20	-10	-10	-05	d%/10
Arkenite	-10	-10	+10	-	-20	-20	-05	-10
Aurelian	+05	-10	-	+05	-	-15	-15	-30
Bzzt-Khaht	+10	+10	-	-10	-15	-	-30	-40
Caitian	-05	-	-	+15	+05	+20	-	-30
Ciliate	-15	-15	-	+25	-05	d%/2	-10	-30
**Dayen								
Deltan	-	-	+20	-	+30	-	-20	-
Edoan	-05	-05	-	+20	-	-15	-15	-35
Efrosian	+15	+15	+05	-	+05	-	-05	-05
Gorn, Cit	+20	+15	-	-	-40	-	-30	-50
Human	-	-	-	-	-	-	-	-30
Kasheeta	+10	-	-	-20	+10	-15	-10	-40
***Klingon, Cit	+10	+05	-	-	-20	-10	-40	-50
K'Zin, Cit	+15	+25	-25	+10	-25	-20	d%/2	d%/2
Orion-R	+10	-	-10	-	-10	-	-	-30
Orion-G	+15	+10	-15	-	+10	-	-25	-40
Reptilian	+25	+20	-	-10	-05	-	-30	-30
Romulan	+10	+10	-	-	-	+10	-10	-20
Skorr	+05	-05	-	+05	-	-10	-15	-30
Tellarite	+10	+10	-	-	-20	-15	-20	-40
Vulcan	+20	+10	+10	-	-15	+30	-40	-
Xelatian	-10	-15	-	+15	+05	-20	-20	-10
Zaranite	+05	-	-	-05	-10	-	-25	-30

Note: Not all species variants are presented here. No Warrior would be so base as to by become a Trader and so are precluded. Only the most exceptional of circumstances would find a Warrior class as Merchant. GM Discretion Advised.

* Arcadian DEX: Water +25
Land -10
** Dayan Stats never given.
*** Klingon Citizens instead roll 3d10+20 for Attributes!

CONDITIONAL BONUS POINTS

Roll d%/2 round down

1. Max 30pts to any one Attribute
2. No Attribute above Species Max.
3. PSI may not be modified, except for Vulcans (and Deltans) who may. GM Discretion

Primary FASA Species, replete; The Maximum Attribute Matrix

(Contains values for non-Trader variants on facing page)

Bold represents the highest score in the column, except Cool.
Italics represent the lowest ratings in the column, inc. Cool.

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Alpha Centauran	99	99	99	99	99	99	80	90
Andorian	109	109	99	99	99	99	80	80
Arcadian	84	94	109	*	99	89	90	80
Ariolon	109	109	99	*79*	89	89	95	*10*
Arkenite	89	89	109	99	79	79	95	90
Aurelian	104	89	99	104	94	84	85	70
Bzzt-Khaht	109	109	99	89	84	99	70	60
Caitian	94	99	99	114	104	99	**100**	70
Ciliate	84	84	99	**124**	94	*50*	90	70
Dayen*								
Deltan	99	99	**119**	99	**129**	99	95	**100**
Edoan	94	94	99	119	99	84	85	65
Efrosian	114	114	104	99	104	99	95	95
Gorn Citizen	119	114	99	99	*59*	99	70	50
Gorn Warrior	**129**	124	99	99	59	99	70	50
Human	99	99	99	99	99	99	**100**	60
Kasheeta	109	99	99	*79*	109	84	90	60
Klingon	109	104	99	99	79	89	60	50
K'Zin Citizen	114	124	*74*	109	74	79	50	50
K'Zin Telepath	89	99	*74*	99	*59*	69	*40*	**100**
K'Zin Warrior	**129**	**139**	74	119	74	89	50	50
Orion-R	109	99	89	99	89	99	75	70
Orion -G	114	109	84	99	109	99	75	60
Orion -L	99	99	84	109	119	99	75	90
Orion -Y	*79*	*79*	**119**	109	79	99	75	75
Reptilian	124	119	99	89	94	99	70	70
Romulan	109	109	99	99	99	99	90	80
Skorr	109	94	99	104	89	89	80	70
Tellarite	109	109	99	99	79	84	80	60
Tholian*								
Vedala	89	*79*	**119**	99	109	99	95	**100**
Vulcan	119	109	109	99	84	99	60	**100**
Xelatian	89	84	99	114	104	79	80	90
Zaranite	104	99	99	94	89	99	75	70

*** No species modifiers were given or N/A.**

WORST TO BEST AVERAGES *(**bold** are skewed results)*

-265 Klingon-C	-75 Tellarite	-55 Xelatian	-30 Reptilian	+05 Caitian
-185 Klingon-R	-65 Arkenite	**-50 Ciliate**	**-25 Ariolan**	+05 Vedala
-165 K'Zin -T	-65 Gorn -W	-50 Skorr	**-20 K'Zin Cit**	+15 Vulcan
-105 Klingon-W	-65 Kasheeta	-40 Orion-R	-20 Orion-L	**+30 Deltan**
-85 Gorn -C	-65 Zaranite	-35 Orion-G	**-35 Arcadian**	+30 Efrosian
-80 Orion-Y	-60 Aurelian	-30 A.Centauran	-05 Andorian	+30 K'Zin -W
-75 Bzzt-Khaht	-55 Edoan	-30 Human	00 Romulan	

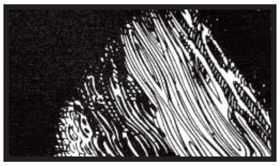
EARLY LIFE

As in the basic system, what the character did before school (or joining a merchant fleet) is important. To give the character some background, skills may be chosen at this time, and a background story worked out (if the player so desires).

Characters will obtain some skills before the age of 18 (when the character training process formally begins), and these are determined now. Players and gamemasters should work to choose skills that reflect the character's background story. For instance, an Orion street urchin would certainly gain points in *Streetwise* and perhaps *Personal Combat, Unarmed*. The daughter of a rich merchant would probably gain points in *Value Estimation* from being surrounded by wealth during her early life.

Disadvantaged backgrounds may choose no more than two skills from the Educational Background Skills Table. All others *must* be chosen from the Personal Development Skills Table.

1D10	BACKGROUND	SKILL ROLLS (or roll by society below)
1 - 2	PRIVILEGED	INT/10 ru each table + INT/20 rd
3 - 8	NORMAL	INT/10 ru each table
9 - 0	DISADVANTAGED	INT/10 rd split both tables.



ROLL 1D10 VS. YOUR SOCIETY	UFP	Klingons	Romulans	Orions	Gorn	K'Zin
Disadv	1	1-7	1	1-2	1	-
Norm	2-5	8-9	2-7	3-8	2-9	1-0
Advant	6-0	0	8-0	9-0	0	-

GM and Player(s) should agree on which Lane each (or everyone) is coming from. Or the Lane can be randomly rolled based on Societal Background. The Klingons are very resource poor. Though they recognize the importance of trade, all the money, training (and glory) goes to the warrior class. The wretched of K'Zin do not particpate in society, while trade is below the elite ruler's dignity. The UFP is a rich society across all social strata with most folks being Advantaged by these definitions. The Romulans are also an equitable society, though most fall in the Normal range. The Orions welcome everyone, but their strict caste system ensures all stay in their proper places.

PERSONAL SKILLS

- Appraisal
- Arts, The (s)
- Bribery
- Carousing
- Cbt, Archaic (s)
- Cbt, Marks Mod
- Cbt, Armed (s)
- Cbt, H-T-H
- Forgery
- Gaming
- Gambling
- Instruction
- Language (s)
- Negot/Diplo
- Sports (s)
- Survival (s)
- Trivia (s)

EDUCATIONAL SKILLS

- Administration
- Archaeology (s)
- Astron/Astro
- Botany
- Chemistry
- Computer Op
- Computer Tech
- Culture (s)
- Ecology
- Electronics
- History (s)
- Geology
- Law (s)
- Medicine (s)
- Physics
- Psychology (s)
- Sm Unit Tactics
- ST Comm oop
- ST Comm Tech
- Vehicle Op (s)
- Zoology

ROLL 1D10 ON YOUR BACKGROUND COLUMN

Privileged	Normal	Disadvantaged	Advancement Lane	Page
1 - 6	1 - 2	1	Merchant Academy	110
7 - 9	3 - 7	2 - 4	Apprenticeship	112
0	8 - 0	5 - 0	Base Labor	114

ORIONS should check their S.E.R. from page 87 as to skills affected.

Merchant Academies

This lane of advancement represents not one specific school but a number of similar schools run by trade associations and private corporations. These schools exist within the UFP, the Orion sphere of influence, and even in some more out-of-the-way areas such as the Triangle, where interstellar trade is important. Many receive government support of one type or another and offer scholarship or long-term loan programs to encourage promising students. Most academies offer four-year programs that feature both classroom study and practical experience. The first two years are normally devoted to general studies, after which time students are evaluated to determine their fitness to continue the program. The second two years are devoted to training in specialty areas.

Apprenticeship Programs

Most trade associations, as well as a number of larger shipping lines, offer apprenticeship programs where promising young individuals who cannot get into the merchant academies can become trained merchant crewmen by working under the supervision of experienced personnel. Apprentices earn very little beyond room and board, but they are given a great deal of on-the-job instruction in exchange for their labor. Apprentice programs usually last three years, with the first 18-month period devoted to general skills and the second to specialty training. In between, trainees are evaluated for possible transfer to special academy training available for especially promising apprentices.

Base-Level Labor

Not every prospective trader has the opportunity to attend an academy or even become an apprentice. The frontier is constantly being pushed outward, and the need for trained merchant crewmen grows far more rapidly than the apprentice programs and academy classes can prepare them. To close the gap, many untrained individuals sign on with larger merchant ships to fill positions not requiring special training. Such positions pay little, but they provide a way for a young person to get into space and wait for an opportunity to learn useful skills. Trained personnel are at a premium, and often such junior crewmen are allowed to learn enough advanced skills to qualify for merchant association testing programs that can lead to receiving an Interstellar Merchant's Ticket.

MERCHANT ACADEMIES

Unlike the basic system (Star Fleet Academy) in which the character is automatically assumed to enter the academy, the character may decide whether or not to enter the Merchant Academy. (Discussion of one Merchant Academy is a simplified way of dealing with a number of such schools inside and outside of the Federation. Some are government funded, others are private institutions run by large shipping lines or trade associations. All teach approximately the same curriculum, so they are dealt with in character creation as a single entity.)

To be accepted into the Merchant Academy, the player must roll 70 or less on % dice after applying the following modifiers:

		Die Modifier
LUC	40 or less	+5
LUC	60 – 69	-5
LUC	70 or more	-10
INT	40 or less	+5
INT	60 – 69	-5
INT	70 or more	-10

If the character is successful in this roll, he/she enters the academy If not, the character must enter the merchant life and work his/her way up without formal education at the academy. As in the basic system, the passage of years is important and should be kept track of in order to determine the age of the character at the point where he/she enters the campaign.

BASIC TRAINING

The first two years of the average merchant academy education are spent accumulating the important skills used daily by all merchant spacemen. Later, after an evaluation, the student will be guided into a specialty area and given more specific training.

The academic curriculum is tough, though perhaps not so intense as that in Star Fleet Academy. Students will be given a core curriculum of general skills, a series of space training courses including practical applications, and a merchant training curriculum teaching skills of special interest to merchants in space.

Besides these central curriculum requirements, students may elect other courses that give an introduction to certain special interest areas. Also, students have access to experienced interstellar traders among the faculty, who can give practical instruction in the realities of the trade business.

ACADEMIC CURRICULUM

Core Training

Computer Op	15
Lang (s)	10
Law (s)	15
Science (*)	10

* Choose one from: Ecology, Meteorology, Oceanography, Geology or Chemistry.

Merchant Training

Appraisal	10
Cbt, Marks Mod	10
Cbt, H-T-H	10
Leadership	10
SmEqSysTech	10
Trade & Comm	10

Space Training

DmgCtrl Proc	10
Enviosuit Op	10
Shuttle Pilot	10
Vari-G Op	10

Everyone takes

Admin	20

Disadvantaged lose 20pts of skill anywhere they choose

Advantaged gain 20pts of skill anywhere they choose

Outside Electives

Select any two skills from the Academy Outside Electives Table below and add 10 points to the rating for each. No skill may be chosen twice from this list.

- Astron/Astro
- Bribery
- Carousing
- Gaming
- Instruction
- Negot/Diplo
- Physics
- Sports (s)
- ST Nav
- ST Eng
- Streetwise
- Trivia (s)
- Vari-G op

Entry Age

The character's age at entry into the lanes of advancement is 18, and this number should be recorded in the box marked *Age of Entry* on the Trader Character Data Record. The only exception is characters who start with a previous career in Star Fleet. These characters enter at differing ages. In such a case, record the age at which the character was discharged from Star Fleet as the Age of Entry.

At the end of the first two years of merchant academy training, check the *Merchant Academy* box in the first open column of the Service Experience Chart on the Character Data Record. At the bottom of that column in the box marked *Tour Length* (years), record a *2*, indicating that the character has completed two years of merchant academy training.

TESTING AND EVALUATION

After the first two years of merchant academy training, all students are evaluated to determine their progress and fitness for specialty training. Those who are obviously not benefiting from training are dropped, or moved into apprentice programs where they can learn at a more relaxed pace on-the-job.

Gamemasters may allow players to choose their direction at this time, or use the optional table below to determine the results of the character's evaluation. If the character is approved for specialty training, he continues in the academy for the next two years of specialty training. If sent into an apprentice program, he enters the specialty training of that program, as if the evaluation at the end of the first 18 months had been completed. If further training is disallowed, the character must enter a low-level labor position and work to build skills and obtain an Interstellar Merchant's Ticket.

ACADEMY MID-PROGRAM EVALUATION

Die Roll	Result
≤ 41	Approved for specialty training; continue merchant academy
42 - 85	Recommended for apprenticeship; enter apprenticeship specialty
86 +	Further training disallowed; enter base-level labor

Evaluation Modifiers

CHA	70+	-10
INT	70+	-20
	60 - 69	-10
LUC	70+	-20
	60 - 69	-10
	≤ 40	+05

Disadvantaged lose 10pts of skills

Advantaged gain 10pts of skills

SPECIALTY TRAINING

After evaluation, the student will spend two years studying in his chosen field of special interest. There are many possible jobs relating to the merchant field, but they fall into five broad categories. The Engineering specialty is for spacemen whose jobs are mostly technical, including all maintenance and engineering personnel. The Helm/Navigation specialty covers most piloting and astrogation professions, and is the specialty of choice for future merchant captains. The Financial/Clerical area covers those who are involved more with the trading aspect of the profession than the space travel itself, and is usually the path followed by ground-based traders and merchants, clerks and cargo acquisition officers, and the so-called merchant princes who manage entire fleets. The Security lane is preferred for those entering support and peripheral professions such as bodyguards, security specialists, private investigators, and freelance trouble-shooters. Finally, the Communications/Technical lane teaches the principles of subspace radio repair and operation, as well as the techniques for coordination of damage control.

Players should be allowed to choose freely the area of specialty for their characters. They are advised, however, to base their choice on the job that characters will fill in the campaign situation when the game begins.

Academic Curriculum

The skills listed under the chosen specialty areas in the Specialty Training Table are gained automatically, with the noted skill ratings added to any that already exist. Skill points for skills marked "0" are created from the available "specialties" skill points total.

Outside Electives

The intense training program in the second half of the academy stay does not leave a lot of time for training outside the specialty area, but characters may gain 10 points of skill in each of two areas chosen from the entire trader list, regardless of specialty. Two different skills must be chosen, however.

All characters will also receive six skills at 1D10 points, to be added to any skills they already have. More than one of these rolls may be in any given skill.

Engineering	
Computer Tech	10
Dmg Ctrl Proc	10
Def Shield Tech	10
Electronics	10
Life Supp Tech	10
Mechanics	10
Pers Wpn Tech	10
Physics	10
Shuttle Sys Tech	10
ST Eng	20
ST Wpn Tech	10
Transporter Op	10
Transporter Tech	10
Warp Drive Tech	10
Specialties (total)	30

Security	
Cbt, H-T-H	20
Cbt, Marks mod	20
Enviosuit Op	10
Law, (Native)	10
Med, (Native)	10
Pers Wpn Tech	10
Psych (Native)	10
Shuttle Pilot 10	
Sm Unit Tactics	10
ST Security	20
Survival (s)	10
Specialties (total)	40

Financial/Clerical	
Administration	20
Appraisal	10
Culture (s)	10
History (s)	10
Instruction	10
Lang (s)	20
Law (s)	20
Leadership	10
Negot/Diplo	15
Trade & Comm	15
Specialties (total)	40

Helm/Nav	
Astron/Astro	20
Computer Op	10
Def Shield Tech	10
Shuttle Pilot	20
ST Cbt Tac/Str	10
ST Helm	20
ST Nav	20
ST Sensors	15
ST Wpn Op	15
Warp Drive Tech	10
Specialties (total)	30

Communications	
Computer Op	10
Dmg Ctrl Proc	20
Electronics	20
Lang (s) (Total)	40
Negot/Diplo	10
ST Comm Op	20
ST Comm Tech	20
Specialties (total)	40

Additional Experience

In addition to the specialty training that an apprentice receives, the character may choose any two *separate* skills at 10 points each from any of the Apprenticeship Specialty Training lists.

Outside Electives

The character also receives four rolls for outside electives.

COMPLETION OF ACADEMY PROGRAM

In the next open column of the Service Experience Chart, check the box for Merchant Academy. At the bottom of the same column in the box marked *Tour Length* (years), record a *2* to indicate the completion of two more years of merchant academy training. The academy program having been completed in four years, the student is now granted an Interstellar Merchant's Ticket, allowing him/her to serve aboard merchant ships in jobs of responsibility. Check the box marked *Interstellar Merchant's Ticket* on the Character Data Record, then proceed to the *Interstellar Merchant's Ticket* section to continue development of the character.

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APPRENTICESHIP PROGRAMS

Apprentices serve with merchant crews and experienced merchant spacemen to learn their skills. In return for their labor, they are given instruction in their chosen profession, but on a less formal basis than the merchant academies. This leads to the granting of an Interstellar Merchant's Ticket after the completion of the three-year apprenticeship.

FROM BASE LABOR
Enter path here.
Age is species dependent

Supervised Training

The first 18 months of an apprenticeship program impart basic skills to the prospective merchant spaceman. This training takes place under the supervision of a variety of active members of the merchant spaceman community. The apprentice is then evaluated by those in charge of his training, and guided into 18 months of specialty training with one or two selected specialists in that field.

Apprentices gain a bit less skill per year than academy attendees because they spend more time working at common tasks that offer little useful training. Their work is, however, directed by their supervisors to allow them to obtain useful skills in the course of their job.

Apprentices may be exposed to almost any phase of merchant life during their training. Though they do not receive more than very basic formal training, they may gain a small amount of skill in almost any area, and this is reflected in the availability of four blocks of elective skill points.

Disadvantaged lose 10pts of skill anywhere they choose

Advantaged gain 10pts of skill anywhere they choose

APPRENTICESHIP BASIC TRAINING

Admin	10
Appraisal	10
Computer Op	10
Dmg Ctrl Proc	10
Electronics	10
Enviosuit Op	10
Lang (s)	10
Law, (Native)	10
Trade & Comm	10
Vari-G op	10

Outside Electives

Four *different* Electives at 10 points each may be chosen from any skills from the above Apprenticeship Basic Training Table, the Apprenticeship Specialty Training Tables below, and the Background Skill Tables.

Recording Tour Length

TESTING AND EVALUATION

After the first 18 months, the apprentice is evaluated by his supervisors. Some apprentices who show special promise may be transferred to a merchant academy for advanced training, entering as if they had completed the first two years of the academy. Most are approved for further specialty training in their apprenticeship, and are assigned to a specialist who will be their supervisor for the remaining 18 months of their training. Some apprentices have problems during their first 18 months, however, and are not approved for further training. These failed apprentices do not receive the Interstellar Merchant's Ticket. They must enter an unskilled labor job and try to work their way up to a level of skill that will allow them to test for the ticket.

APPRENTICESHIP MID-PROGRAM EVALUATION

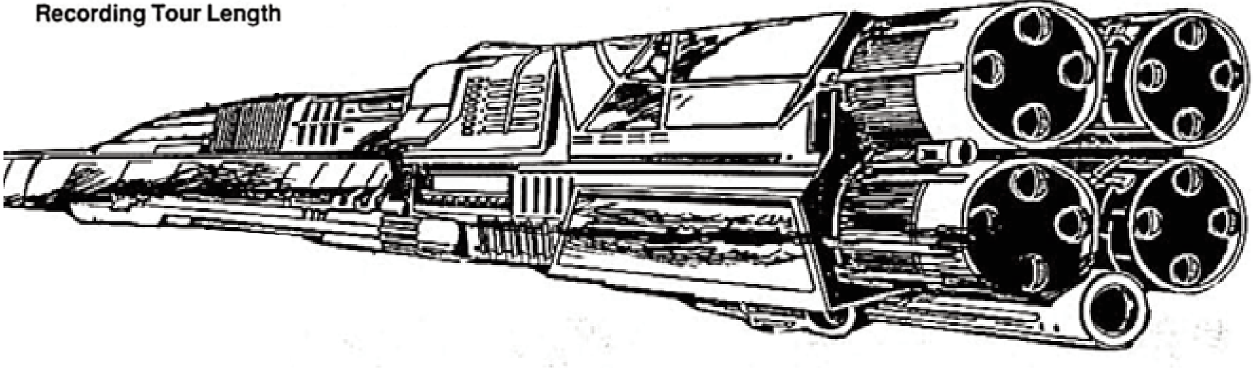
Die Roll	Result
≤ 05	Recommended for academy specialty training below
06 - 85	Continue apprenticeship; enter apprenticeship specialty
86 +	Further training disallowed; enter base-level labor p115

Evaluation Modifiers

INT	70+	-15
	60 - 69	-10
LUC	70+	-15
	60 - 69	-10
	≤ 40	+10
CHA	70+	-10
Disadvantaged		+10
Advantaged		-10

SPECIALTY TRAINING

The second half of the apprentice's training period is spent in intensive work alongside a specialist in his field. Once again, the amount of skill gained is perhaps not as great as in the academy. However, circumstances may allow an apprentice to gain experience outside his narrow field. The specialty areas are the same as in the merchant academies: Engineering, Helm/Navigation, Financial/Clerical, Communications/Technical, and Security. One area should be chosen and the skills and skill ratings added to the character's list. Where a skill rating is not listed, there is no automatic gain for that skill, but it may be chosen as a specialty.



APPRENTICESHIP SPECIALTY TRAINING TABLE

Engineering	
Computer Tech	10
Def Shield Tech	10
Electronics	10
Life Supp Tech	10
Mechanics	10
Pers Wpn Tech	10
Shuttle Sys Tech	10
ST Eng	10
ST Wpn Tech	10
Transporter Op	10
Transporter Tech	10
Warp Drive Tech	10
Specialties (total)	30

Helm/Nav	
Computer Op	10
Def Shield Tech	10
Astron/Astro	10
Shuttle Pilot	15
ST Cbt Tac/Str	10
ST Helm	15
ST Nav	15
ST Sensors	10
ST Wpn Op	15
Warp Drive Tech	10
Specialties (total)	30

Security	
Cbt, H-T-H	15
Cbt, Marks mod	15
Enviosuit Op	10
Law, (Native)	10
Pers Wpn Tech	10
Psych (Native)	10
Shuttle Pilot	10
Sm Unit Tactics	15
ST Security	15
Survival (s)	10
Specialties (total)	30

Financial/Clerical	
Administration	20
Appraisal	10
Culture (s)	10
History (s)	10
Instruction	10
Lang (s)	10
Law (s)	10
Leadership	10
Negot/Diplo	10
Trade & Comm	20
Specialties (total)	30

Communications	
Computer Op	10
Dmg Ctrl Proc	15
Electronics	10
Lang (s) (Total)	30
Negot/Diplo	15
ST Comm Op	15
ST Comm Tech	15
Specialties (total)	30

Additional Experience

In addition to the specialty training that an apprentice receives, the character may choose any two *separate* skills at 10 points each from any of the Apprenticeship Specialty Training lists.

Outside Electives

The character also receives four rolls for outside electives. Skills may be chosen from any of those on the Apprenticeship Basic Training lists, the Apprenticeship Specialty Training lists, and the Background Skills tables. To find the number of rating points acquired in the skill, roll 1D10. If desired, a skill may be chosen more than once.

COMPLETION OF APPRENTICESHIP PROGRAM

Go to the next open column of the Service Experience Chart and check the box for *Apprentice Program.* At the bottom of the same column, record the tour length of *1.5* years. The apprenticeship having been completed, the student is granted an Interstellar Merchant's Ticket, allowing him to serve aboard merchant ships in jobs of responsibility. Check the box marked *Interstellar Merchant's Ticket* on the Character Data Record, then proceed to the **Pre-Campaign Experience** section to continue development of the character.

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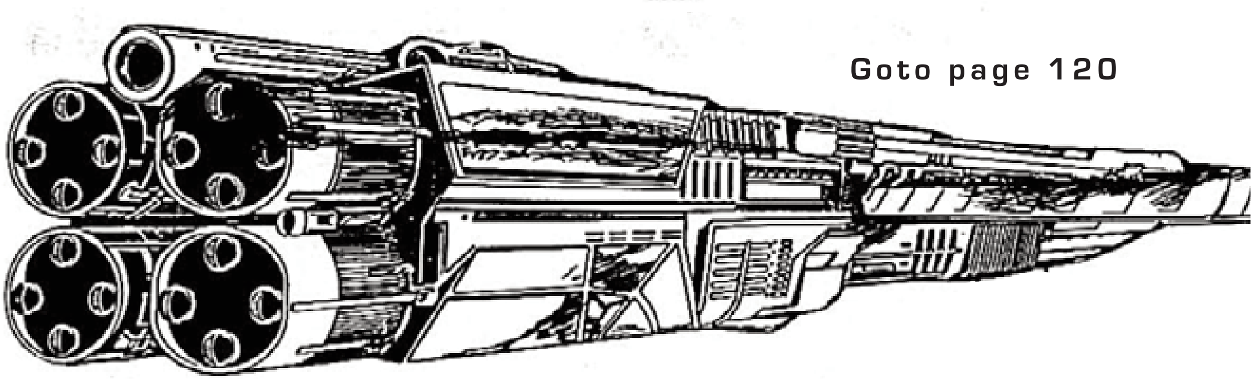


BASE LEVEL LABORER

Taking a base-level job aboard a merchant ship, in a starport, or in another related area is a last resort for characters determined to become merchant spacemen despite the lack of formal education or on-the-job training. By taking whatever jobs become available and being on the lookout for opportunities to better one's self, there is still room for the unskilled or disadvantaged to carve out a niche for themselves in the world of interstellar trade.

Characters who pursue this route may spend many years in jobs that bring them few of the more important skills, but perseverance will build up important peripheral skills while the character waits for opportunity to knock. When opportunity comes is largely a matter of luck, but being smart enough to spot and seize an opportunity or clever enough to create one is also important. Once a chance for more important work comes, a character may be able to parlay it into a lifelong career.

This lane for character training is much more free-form than the merchant academies or apprenticeship programs. It is largely up to the player to choose skills wisely and make the most of opportunities. Unlike the other two lanes, the Interstellar Merchant's Ticket is not given here after a fixed number of years. Only by earning a group of qualifying skills can one obtain the Interstellar Merchant's Ticket in this lane.

WAITING FOR OPPORTUNITIES

Characters will start out by working one year at a time in base-level, unspecialized labor, waiting for an opportunity for advancement. During the year, they will gain a few unspecialized skills.

Every year, however, a character may get the opportunity to spend the next year at a specialty job. In the specialty jobs, important skills may be learned. This process continues for a period of ten years which time the character enters the *Pre-Campaign* section of character generation. The number of skills granted each year will generally be fewer than the previous year, because the character gets closer to the amount of knowledge that he can absorb without formal education. The number of skills is given in the table below for Unspecialized Labor. If the character rolls successfully for the opportunity to perform specialized labor, skills gained will not be on this table, but will be from the Specialized Labor Skills Table instead.

SKILL ROLLS GAINED FROM UNSPECIALIZED LABOR

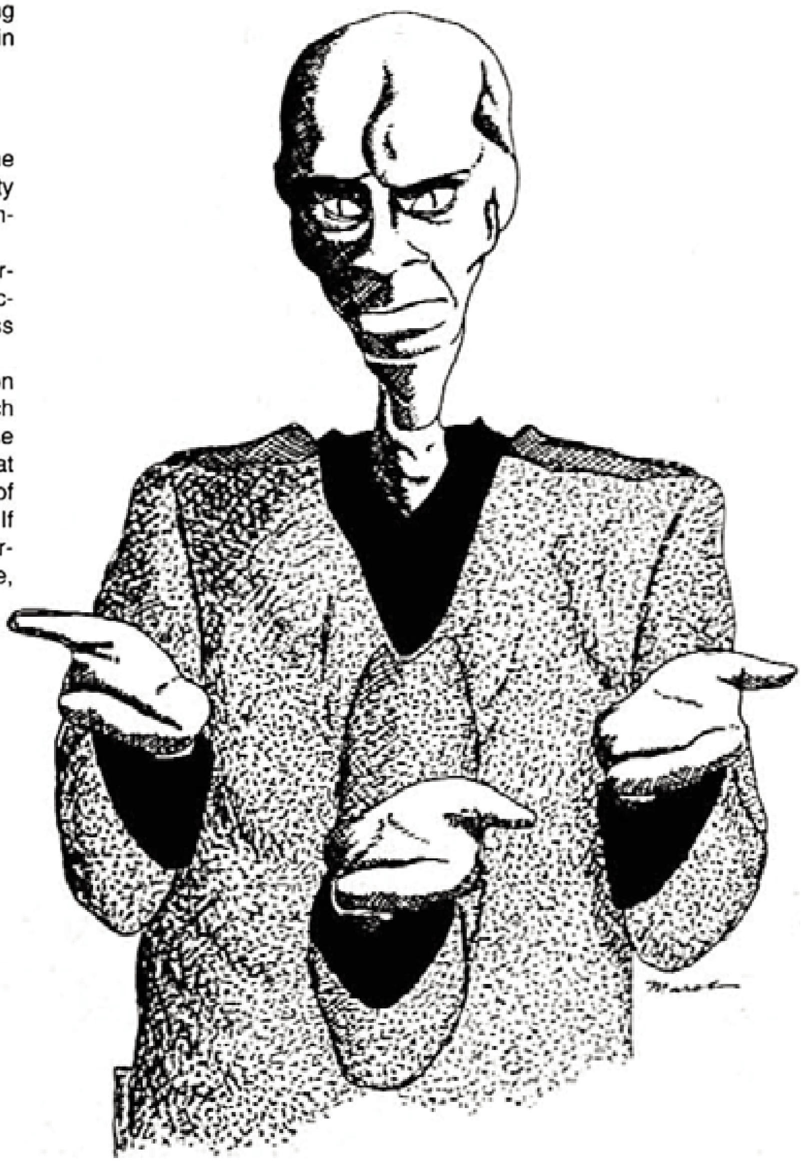
	Number of Skills	
Year	Unspecialized	Specialized
1	10	1
2	9	2
3	8	2
4	7	3
5	6	3
6	5	3
7	4	2
8	3	2
9	2	1
10	1	1

Each year, the appropriate number of skills are selected from the tables below and skill ratings rolled on 1D10. Multiple rolls are allowed in any given skill.

Players must acquire the skills they need most. It is usually best to get the necessary skills and obtain the ticket as early as possible. Extra skills not related to the ticket can (and will) be picked up in this lane, but remember also that the character may be developed further during pre-campaign experience.

Non-Specialized Labor Skills

Appraisal
Bribery
Carousing
Computer Op
Cbt, Marks Mod
Cbt, H-T-H
Dmg Ctrl Proc
Enviosuit Op
Forgery
Gaming
Gambling
Language (s)
Sm Eq Sys tech
Sports (s)
Streetwise
Survival
Trade & Comm
Trivia (s)
Vari-G op
Vehicle Op (s)



SPECIALIZED LABOR SKILLS

Engineering
- Computer Tech
- Def Shield Tech
- Electronics
- Life Supp Tech
- Mechanics
- Pers Wpn Tech
- Physics
- Shuttle Tech
- ST Engineering
- ST Sensors
- ST Weapon Tech
- Transporter Op
- Transporter Tech
- Warp Drive Tech

Financial/Clerical
- Admin
- Culture (Native)
- History (Native)
- Law, Federation
- Law, Orion
- Instruction
- Leadership
- Negot/Diplo

Security
- Combat (Any)
- Med, (Native)
- Psych (Native)
- Sm Unit Tactics
- ST Security

Helm/Navigation
- Astron/Astro
- Def Shield Tech
- Shuttle Pilot
- ST Cbt, Tac/Str
- ST Helm
- ST Sensors
- ST Weapon Op

Comm/Technical
- Dmg Ctrl Proc
- Lang (s)
- ST Comm Op
- ST Comm Proc
- ST Security

OPPORTUNITY KNOCKS

For every year of base-level labor, there is a chance that a character may land a job that will give real specialized training. It is through such jobs that the character can really advance himself, but slowly, building toward the time when he has enough skill points in one specialty or another to earn an Interstellar Merchant's Ticket. It is also possible that a promising young laborer may be asked to join an apprentice program.

OPPORTUNITY AVAILABILITY TABLE

Die Roll	Opportunity
≤ 05	Apprenticeship Program
06 - 60	Specialized Labor available next year
61+	No opportunity; Unspecialized Labor next year

MODIFIERS TO AVAILABILITY ROLL

INT	70+	-10
	60-69	-05
LUC	70+	-10
	60-69	-05
	≤ 40	+10
CHA	70+	-05
Per Year Unspecialized		-02
Per year Specialized		-05
Previous year, Specialized		-05

Determining Opportunities Available

At the end of each year of base-level labor, roll percentile dice to determine if such opportunities exist. For the most part, no special opportunities will present themselves, though the lucky, charismatic, and intelligent character will have a better chance, as will characters with previous specialized training. Roll percentile dice, apply any pertinent modifiers, and consult the Opportunity Availability Table below.

Specialized Labor Opportunity

Should a Specialized Labor opportunity present itself, determine the number of Specialized and Unspecialized skills gained from the following table. Once again, the number of skills decreases as the character ages. Then, choose the Skill Table, as with a year spent at UnspecializedLabor.

SKILLS GAINED FROM SPECIALIZED LABOR

Year	Unspecialized Skills	Specialized Skills
2	5	6
3	5	5
4	5	5
5	4	5
6	4	4
7	3	3
8	2	3
9	1	2
10	1	1

Apprenticeship Program Opportunity

In some cases, a very lucky character may be able to qualify to enter the apprenticeship program. If the character is less than 25 years of age, he may enter into the beginning of that program. If he is older than 25, he will enter into the Specialty Training portion of the Apprenticeship Program.

TESTING FOR THE MERCHANT SPACEMAN'S TICKET

The character must remain in base-level labor for a minimum of two years. After this time, the character's skill ratings may be compared to the lists below. If the character's ratings equal or exceed the requirements, that character will test for and gain the Interstellar Merchant's Ticket.

The Interstellar Merchant's Ticket will allow the character to serve aboard merchant ships in jobs of responsibility. Proceed to the section describing the Interstellar Merchant's Ticket to continue development of the character.

CERTIFICATION

The first step is to provide the character with the proper certification. Most trader characters will enter merchant life with an Interstellar Merchant's Ticket. Characters who will begin the game as ship captains or first officers, however, have one further period of training to complete before starting pre-campaign experience, this one leading to a Master's Ticket.

If the character will not be a captain or first officer, skip ahead to the section titled **Years Of Trading Experience**, p. 20. If the character will be a captain or first officer, first complete the section on **Obtaining The Master's Ticket**, p. 20.

Interstellar Merchant's Ticket

The Interstellar Merchant's Ticket is the official certification issued by recognized trade organizations to space-qualified merchant personnel. Members of these associations will not hire a person into a position of responsibility if the applicant does not have this certification. The Interstellar Merchant's Ticket marks the character's entry into merchant life itself, though not yet into the campaign.

SKILL REQUIREMENTS FOR MERCHANT SPACEMAN'S TICKET

Specialty	Requirement
Engineering	Average of Skill Ratings in ST ENG and Physics or any one "Tech" skill must equal 10.
Helm/Navigation	Average of Skill Ratings in ST Helm and Astron/Astro or ST Nav must equal 10.
Financial/Clerical	Average of Skill Ratings in *Administration* and *Trade and Commerce* must equal 10.
Security	Skill Rating in *Security Procedures* must equal 10.
Comm/Tech	Average of Skill Ratings in ST Comm Op and Dmg Ctrl Proc must equal 10.

PRE-CAMPAIGN EXPERIENCE

Once the formal portion of a character's training is completed, he may still need further experience before entering the campaign, especially if he enters the game in an important position. Thus, most characters will now begin determining how much job experience they achieved before the game or campaign actually begins. The amount of this experience and the time it takes to obtain it may vary greatly, providing for a wider variety of character experiences and ages as the game begins.

This section of the character training process deals with the on-the-job training a character receives in his early years as a merchant. The system is similar to the **Post-Academy Experience** section in the ST:RPG2 character training rules.

Master's Ticket

The Master's Ticket is a higher level of certification offered by the same organizations that administer the Interstellar Merchant's Ticket. A character must possess a Master's Ticket to command a merchant vessel in space. Within the Federation, this includes most private yachts and other passenger vessels.

OBTAINING THE MASTER'S TICKET

All characters who will begin as ship captains or first officers (who are most often called on to assume command) must have a Master's Ticket before entering the game. Certification for all characters (except Star Fleet officers serving as ship captains or first officers for two years or more) involves a one-year stint at Command Training School; for such former Star Fleet personnel the requirement is waived. Even though this requirement could be fulfilled at any time in the character's pre-campaign career, for the sake of simplicity it will be taken care of at this time.

Command Training School Skills

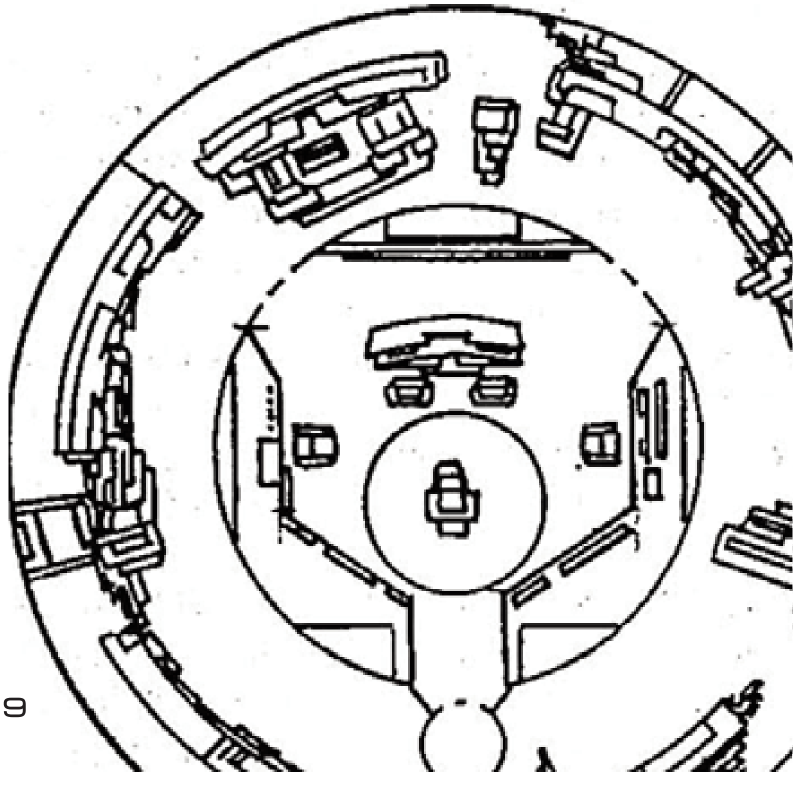
Command Training School provides the skills in the following table below at the given skill points.

COMMAND TRAINING SCHOOL SKILLS

Leadership	20
Negotiation/Diplomacy	20
Law Federation	20
Starship Combat Strategy/Tactics	10
Trade and Commerce	10

Completing Command Training School

With command training completed, find the next open column on the Service Experience Chart and make a check in the box for *Command Training*. At the bottom of the same column, in the box marked *Tour Length* (years), write a *1* to indicate one year of command training. Next, check the box marked *Master's Ticket* on the Character Data Record, then continue with the *Pre-Campaign Experience* section



TERMS SERVED

The number of terms a character spends in Trade service depends on the level at which the player wishes to join the campaign. Roll 1D10, and divide by two (rounding down). Add to this number the following modifiers:

Fleet owner (1D10/2+1 ships ***Roll First***	+9
per extra ship owned	+1
Merchant Captain (independent)	+6
Own ship	+4
Leasing/purchasing Ship	no modifier
Merchant Captain (Fleet Member)	+4
Merchant 1st Officer	+2
Merchant Crewman (Department Head)	+2
Merchant Crewman (Secondary Officer)	+1
Merchant Crewman (Cargohandler)	no modifier
Independent Trader (one man ship)	+1
Own Ship	+4
Leasing/purchasing ship	no modifier
Graduated Merchant Academy	-1
Not a Merchant Academy Graduate	+1
LUC 80 or more	-2
LUC 60 -79	-1
LUC 40 or less	+1
INT 80 or more	-2
INT 60 - 79	-1
INT 40 or less	+1

Orion characters will also use the following modifiers to their years of trading experience. A Green Orion will have to work much longer to become a ship captain, and a privileged Orion can shorten his years served by calling in favors from his family's friends.

HELM/NAVIGATION MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–3	–2	–2	–1	0	+1	+1	+2	+3	+4
Green	N/A	N/A	+1	+2	+2	+2	+3	+3	+4	+5

FINANCIAL/CLERICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–2	–1	–1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	+2	+2	+3	+3	+4	+4	+5	+5

ENGINEERING MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+2	+1	+1	0	0	–1	–2	–3
Green	N/A	N/A	–2	–1	0	0	–1	–1	–1	0

SECURITY MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+5	+4	+3	+3	+2	+2	+1	+1	0	–1
Green	N/A	N/A	–3	–2	–1	–1	0	0	0	+1

COMMUNICATONS/TECHNICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+2	+1	0	0	–1	–2	0
Green	N/A	N/A	-2	–1	0	0	+1	+2	+3	+4

For each term a character serves, roll 1D10 and divide by two (round down, with a minimum of 1). These numbers represent the length of the term in years.

Assignment Posting

≤ 10	Frontier/Adversary
11 - 30	Major Space Lanes
31 - 50	Minor Space Lanes
51 - 60	Academy Instructor
61 - 75	Inspection & Compliance
76 - 90	Outpost Support
91 - 00	Yard Master

Modifiers for both tables

INT	65+	-10
LUC	60+	-10
	≤35	+10
Socio	≤3	-10
	8+	+10
BG Advantaged		-10
BG Disadvantaged		+10
Carousing 40+		-10

Every Tour concludes by rolling Officer Efficiency Rating

≤ 33	**Ex**	Stay or roll next assign
34 - 66	**Av**	Roll Tour normally
67 +	**Po**	+25 next Assign roll only.

Tours also defined by Ship, Crew & Quality.

Roll straight 1d10 per each category.
Use to flavor character experience.

	1 - 5	6 - 8	9 - 0
Crew:	**Medium**	**Small**	**Large**
Ship:	**Medium**	**Small**	**Large**
Quality:	**Ok**	**Exc**	**Bad**

The character may then select one skill and one skill roll (1D10+2) for every one full year served (not including Merchant Academy), with the following additions:

INT 70 or more	2 extra rolls
INT 60 - 69	1 extra roll
LUC 70 or more	2 extra rolls
LUC 60 - 69	1 extra roll

ADDING BACKGROUND DETAIL

The character's statistics are fully generated, and he is now ready to enter the campaign. Details of the character's background may have been worked out as the creation process continued, and more detail may be added now, particularly about the character's personality, likes and dislikes, personal history, friends and relatives, and so forth. Background details can be recorded on the back of the Character Data Record for future reference. The example below will demonstrate how filling in the details can make it easier to roleplay the character once the game or campaign begins.

OTHER CHARACTER GENERATION METHODS

There will be times when a character created from the Trader Character Generation system will not suit a gamemaster's campaign or a player's personal preferences. For example, The Trader Character Generation system cannot create characters with medical or scientific backgrounds, yet these are valid characters aboard a starship. Also, a player may have a character that he or she particularly liked to play in a Star Fleet campaign, who would like to muster out of Star Fleet and go into business for him or herself.

USING PREVIOUSLY CREATED CHARACTERS

If the character is part of an ongoing Star Fleet campaign, much of his previous experience will be known to both gamemaster and players. All that will be necessary to detail will be the character's mustering out and the period of time before he starts active trading. The character's rank

Characters entering merchant campaigns from previous Star Fleet careers will either enter the campaign directly with no merchant experience, begin building up merchant experience before entering the game, or test for placement in an apprentice program. The choice depends on the character's skill ratings and the desires of the gamemaster and the player.

Obtaining The Independent Merchant's Ticket

Check the service skills of the character against the requirements for the Independent Merchant's Ticket. The requirement for two years base-level experience is waived if the character spent an equivalent time in Star Fleet. If the character qualifies, he will gain the ticket automatically. Based on the decision of the player and the gamemaster, this may occur immediately after separation from Star Fleet or after some period of time that they determine.

If the character does not immediately qualify for the Independent Merchant's Ticket, he should enter the Base-Level Labor advancement lane as if he had just begun training there, and continue until he can meet minimum requirements and pass the test. The character can then continue his development as a merchant character just as other trader characters do.

Obtaining A Master's Ticket

Characters who served as Star Fleet captains or first officers will be granted a Master's Ticket upon presentation of their credentials. Other characters who will eventually become trader captains or first officers must attend Command Training School before the Master's Ticket is granted.

Entering The Campaign

Characters with an Interstellar Merchant's Ticket or Master's Ticket may enter the campaign immediately after being granted their ticket. There is no need for further experience or training unless the player and gamemaster desire it.

Gaining Merchant Experience

Once granted the appropriate ticket, the character may begin gaining pre-campaign experience as a merchant crewman. The rules given in the section on **Pre-Campaign Experience** should be followed to determine the number of skills gained in such experience.

CREATING OTHER STAR FLEET OFFICERS

If a new character was once a Star Fleet officer, create the character using the ST:RPG2 character generation system. The player and gamemaster should decide on what job and rank the character held at the time he left Star Fleet, and use the Star Fleet character creation procedure until the character reaches that level.

Once the character has reached his final rank and position, use the procedures given above for characters that were transferred from Star Fleet campaigns. Make sure the character obtains the appropriate certification, and decide on what merchant experience he will have, if any.

STARTING MONEY

Each character will start the game with a little money, which he/she has saved over the years. The amount of starting money will determine how much cargo a character can buy, what type of starting equipment the character can have, etc.

The starting money figures given in the tables below were figured based on the character's position at entry into the campaign. Starting money is also affected by whether or not a character graduated from the Merchant Academy (which would tend to start a character in a better job early, thus making it possible to save more). A character who owns a ship is less likely (than one who is preparing to purchase one on time) to have as much left in savings. Also, a player who bought a SMALL ship will have more savings left than one who bought a BIG one over his own expenses, and will save more, than a person who runs his own ship.

To determine the starting money for your character, follow this simple procedure:

BASE SAVINGS FIGURE

POSITION	ACADEMY	APPRENTICE	BASE LABOR
Fleet Owner (any ships)	10000	9000	7000
Merchant Captain			
(own ship)	3500	2500	1500
(buying ship)	6000	5000	3000
(hired - fleet)	7000	6000	3000
First Officer	5500	4500	2500
Department Head	5000	4000	2000
Secondary Officer	4000	3500	1500
Minor crewman or cargohandler	2500	2000	1000
Independent trader (one -man ship)			
(own ship)	4000	3500	2500
(buying ship)	6000	5000	3000

STEP ONE: Find the appropriate base savings figure from the table below, based on the position AT WHICH YOU ENTER THE CAMPAIGN, and whether or not you graduated from Merchant Academy.

STEP TWO: Roll 1D10 and divide by 2 (minimum roll 1) to determine the savings divisor. The figures above are the MAXIMUM one could save in a year (as an average over the character's lifetime as a trader). This will be divided by the divisor, which simulates the fact that some have better success saving money than others. Once the division is rolled, add 1 if the character's LUC is 25 or less. Subtract 1 if the character's LUC is 70 or more. Subtract 1 if the character has GAMING skill over 50. (Being good at Cards ...) Subtract 1 if the character has TRADE AND COMMERCE skill over 40. (Being good with money helps even more...) These modifiers are cumulative, but if the final result is under 1, it becomes 1, and if it is over 5, it becomes 5.

STEP THREE: Divide the base figure from the table by the final divisor. Multiply the result by the number of years the character has been actively a merchant (determined earlier in the character creation process). Time spent in the Academy does not count, but time spent in Star Fleet counts at half value. That is, count 1 year for every 2 spent in Star Fleet (but not Star Fleet Academy). This figure represents the starting worth of the player.

STEP FOUR: Subtract the cost (from the price lists) of any equipment the character starts the game with from the starting worth to determine the character's STARTING CASH. (A character who starts with a paid-off ship does not subtract its value from starting money, but starting money may be used to make several payments on a ship at this time. See rules for ship financing...)

Characters in the same campaign may wish to make each other loans to get them started with equipment they need. If their money is not sufficient, they may seek outside sources of financing to buy a ship or supplies. (See the appropriate section of this supplement...)

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

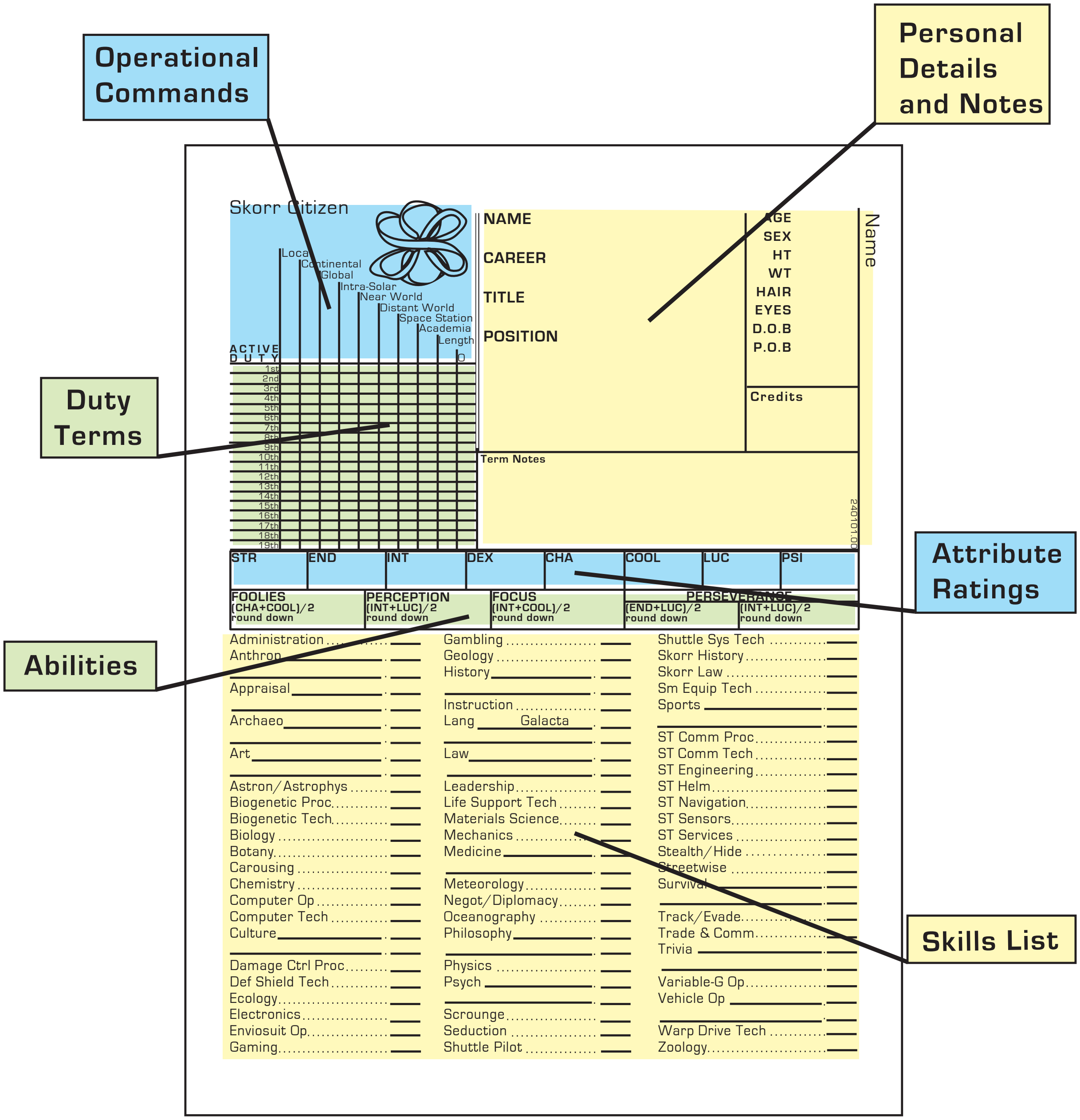
Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.


Operational Commands
Personal Details and Notes
Duty Terms
Attribute Ratings
Abilities
Skills List
Skorr Citizen
Local
Continental
Global
Intra-Solar
Near World
Distant World
Space Station
Academia
Length
O
ACTIVE DUTY
1st
2nd
3rd
4th
5th
6th
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10th
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EYES
D.O.B
P.O.B
Credits
Term Notes
Name
240101.00
STR
END
INT
DEX
CHA
COOL
LUC
PSI
FOOLIES (CHA+COOL)/2 round down
PERCEPTION (INT+LUC)/2 round down
FOCUS (INT+COOL)/2 round down
PERSEVERANCE
(END+LUC)/2 round down
(INT+LUC)/2 round down
Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Astrophys
Biogenetic Proc.
Biogenetic Tech.
Biology
Botany
Carousing
Chemistry
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech
Ecology
Electronics
Enviosuit Op
Gaming
Gambling
Geology
History
Instruction
Lang Galacta
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Meteorology
Negot/Diplomacy
Oceanography
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Skorr History
Skorr Law
Sm Equip Tech
Sports
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Sensors
ST Services
Stealth/Hide
Streetwise
Survival
Track/Evade
Trade & Comm
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Skorr Citizen Character Sheet

More options in Supplement S13: Adversary Character Sheets

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

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Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Skorr Citizen

ACTIVE DUTY	Local	Continental	Global	Intra-Solar	Near World	Distant World	Space Station	Academia	Length	OER
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										
12th										
13th										
14th										
15th										
16th										
17th										
18th										
19th										

NAME

CAREER

TITLE

POSITION

AGE
SEX
HT
WT
PLMG
EYES
D.O.B
P.O.B

Credits

Term Notes

240101.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	**PERCEPTION** (INT+LUC)/2 round down	**FOCUS** (INT+COOL)/2 round down	**PERSEVERANCE** (END+LUC)/2 round down	**PERSEVERANCE** (INT+LUC)/2 round down

Administration .... ____
Anthrop ______________ . ____
______________ . ____
Appraisal ______________ . ____
______________ . ____
Archaeo ______________ . ____
______________ . ____
Art ______________ . ____
______________ . ____
Astron/Astrophys .... ____
Biogenetic Proc. .... ____
Biogenetic Tech. .... ____
Biology .... ____
Botany. .... ____
Carousing .... ____
Chemistry .... ____
Computer Op .... ____
Computer Tech .... ____
Culture ______________ . ____
______________ . ____
Damage Ctrl Proc. .... ____
Def Shield Tech .... ____
Ecology. .... ____
Electronics .... ____
Enviosuit Op. .... ____
Gaming. .... ____

Gambling .... ____
Geology .... ____
History ______________ . ____
______________ . ____
Instruction .... ____
Lang Galacta ______________ . ____
______________ . ____
Law ______________ . ____
______________ . ____
Leadership. .... ____
Life Support Tech .... ____
Materials Science. .... ____
Mechanics .... ____
Medicine ______________ . ____
______________ . ____
Meteorology. .... ____
Negot/Diplomacy. .... ____
Oceanography .... ____
Philosophy ______________ . ____
______________ . ____
Physics .... ____
Psych ______________ . ____
______________ . ____
Scrounge. .... ____
Seduction .... ____
Shuttle Pilot .... ____

Shuttle Sys Tech .... ____
Skorr History. .... ____
Skorr Law .... ____
Sm Equip Tech .... ____
Sports ______________ . ____
______________ . ____
ST Comm Proc. .... ____
ST Comm Tech .... ____
ST Engineering. .... ____
ST Helm. .... ____
ST Navigation. .... ____
ST Sensors. .... ____
ST Services .... ____
Stealth/Hide .... ____
Streetwise .... ____
Survival ______________ . ____
______________ . ____
Track/Evade. .... ____
Trade & Comm. .... ____
Trivia ______________ . ____
______________ . ____
Variable-G Op. .... ____
Vehicle Op ______________ . ____
______________ . ____
Warp Drive Tech .... ____
Zoology. .... ____

SKORR CHARACTER GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**. (Max **Cool** = 99) For **LUC** and **PSI**, roll straight percentiles (d%) (Max **LUC** & **PSI**=100). Apply the appropriate Modifiers below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Skorr	+05	-05		+05		-10	-15	-30
Aurelian		-10		+05		-15	-15	-30

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Skorr	109	94	99	104	89	89	80	70
Aurelian	104	89	99	104	94	84	85	70

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att may rise above Species Max.
3. PSI may not be modified.

SKORR AND AURELIAN PHYSIOLOGY AND MEDICAL NOTES

Critical Age is 50

BROKEN BONES

1 in 10 hits may break a bone causing 1d10 additional damage and useless limb. Rib hits reduce current AP by HALF. A second rib break reduces available AP by ALL and total, physical incapacitation.

TALONS AND BEAK DAMAGE

On a successful Hand-to-Hand To-Hit roll, an Aurelian rolls against their LUC once to see if they land a bite for an additional +5pts dmg to target and LUC again to score Talon damage. That's up to +10 above STR (+skill bonus) per Turn. (STR is not applied again to this.)

AP COSTS	**F-B-L-R-U-D**
Launch	All, min 5
Land	All, min 6
Hover	All, min 7
Hopping	1 per 3sq
On-Wing	1 per 5sq
Hi-Alt Soar	1 per 10sq
Dive Bomb	Free
Grapple	Per Normal

Terrain Mods Wind Direction	**Severity Multiplier** Light	Heavy
Head wind	2	4
Tail wind	0.5	0.25
Side wind	1.5	3
Turbulence	3	5
Swells, Thermals*	1.5	3
*can be for or against	0.5	0.25
Density, Lt/Hvy*	2	4

Weather Multipliers	Lt	Md	Hvy
Wind	1	2	5
Rain	1.25	2.5	4
Snow	1.5	3	5
Sleet	2	5	7
Dust	1.25	2.5	4
Sand	1.75	4	6

AP COST EXPLANATIONS

No amount of thinking will cover the scenarios you and your creative players will come up with. Nope. **Consider these thoughts as guidelines for testing.**

One given is that combat and many other skills presume aerial training as a condition of learning.

Whether many small flutters or few big swoops, wing frequency is not considered in these tables.

Combat squares are now considered as cubes. One sq up, down, forward, back, side-to-side per 1 AP. Upwards movement as standard climbing mod with 1/2 fatigue invoked.

Take off, eh? Vertical ascent counts both as climbing and running with one mod or the other invoked. An ascent of 30°-60° counts as running or climbing without a penalty. 1°-29° invokes both penalties.

Landing can be soft or hard, fast or slow, the AP cost remains the same with method relegated to situation or dramatic flair.

Falling can be mitigated against at GM Discretion, If either wing is damaged, spiraling can occur for double-damage on impact.

The big difference between falling and diving is intent. Diving uses the body and wings to increase speed beyond terminal velocity. AP movement costs are half and any physical damage is doubled.

Agility. As the rules do not count the amount of space required to slow from a full speed run, these rules allow for similar maneuverability from turning, stopping, full speed, etc.

Altitude benefits and limitations per Gm Discretion; the various parameters of getting there, time taken...

Weight Allowances

For up to every quarter-percentage additional body weight carried (rounded down), multiply AP costs by 1.25, 1.5, 1.75, 2.0, 2.25, etc.

Background Schooling

Roll INT/10 rd
on each set of tables.

Personal	Education
Art (s)	Archaeo (s)
Carousing	Astron/Astro
Gaming	Elec
Instruction	Lang (s)
Sports (s)	Mechanics
Surviv (s)	(sciences) (s)
Veh Op (s)	Skorr Law
Trivia (s)	Sm Eq Tech
	Trade&Comm
	Variable-G

You may take multiple rolls in any skill(s).
You may petition for skills not on these lists.

Every Skorr has the skill, Philosophy, Alaar 25.

COLLEGIATE TIMES

Pick a Profession

Anything existing today or in the future. If it's similar enough to an existing table of skills found elsewhere, use those: i.e. Starfleet Engineering, Science, etc.

Basic Curriculum (High School /Tradecraft)

With the GM, devise a 150pt pool of skills to distribute among on the following condition that one increment be 35 and the others be any mix of 15's and 10's each.*

Advanced Curricula (College/University)

With the GM, devise a 200pt pool of profession-specific (College Major) skills distributed 40, 30, 25, 20, 20, 15, 15, 15, 10, 10 increments.*

Accelerated Curricula (master's/PhD)

Available to INT 80+. With the GM assign 100 additional points in any combination of 10 and 15 point increments to your Advanced Curricula skills.

With your Professional Skills added, Roll 10d10 for additional Professional skill points. Once done, roll 1d10 per full 10pts of INT. Rolls may go to any skills, new or old.

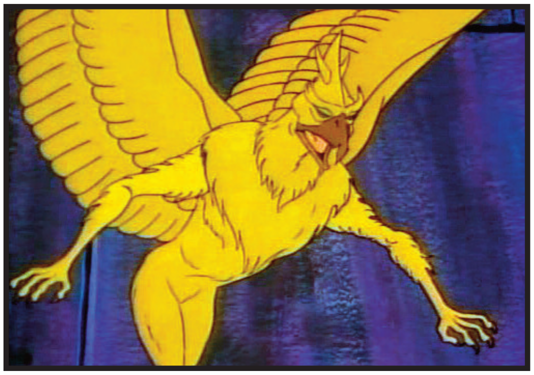
Medical Doctors
Skip Basic Curriculae, entering 'College' after 3yrs Medical School.

Registered Nurses
Skip Basic Curriculae, entering 'College' after 2yrs Medical School.

Medical School
Doctors get Medicine (Skorr) 40 and 100pts amongst the table below. Nurses get Medicine (Skorr 25) and 75pts on the following table. Points may be combined. Nurses with Med (any) 40+ are Doctors -take care!

Biology (Skorr)
Botany
Chemistry
Culture (s)
Ecology
Enviosuit Op
Life Support Tech
Medicine (s)
Oceanography
Physics
Psych (s)
Sm Eq. Tech
Variable-G Ops
Zoology
Custom Specialty
GM Discretion

Note: Psychologists would take Psych, Skorr @ 40pts & 25pts respectively.



*You may not split individual point totals, but may combine them if put into (s) skills such as Art (s), Culture (s), Language (s) etc. Combining two Art (s) 15's becomes one Art (Total) 30.

What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split in any way desired. Art (s) 15 is 15pts to one specialty. Art (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

Career Tables **The Who, What, Where, When and How Well you did.**

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term, repeat Steps 1 - 3. Consult GM if you wish to roleplay a more senior or greener character.

# Term	Mods
Newbie	+0
Early-career	+2
Mid-career	+4
Senior-career	+6

1 **Assignment Posting**

01 - 12	Local
13 - 24	Continental
25 - 37	Global
38 - 50	Intra-solar
51 - 62	Near World, (1d10/2) ly
63 - 75	Distant World, (1d10/2)+5ly
76 - 87	Space Station
88 - 00	Academia

2 **For each term, roll 1d10/3, round up or down. This equates to years spent at each posting.**

3 Finally for each term, roll Efficiency on the next table. This may override your next posting. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating		Result
EXemplary	< 10	Choose Next Assign
OUtstanding	11 - 25	Stay at Current Assign
AVerage	26 - 80	Roll Assign per Step 1
POor	81+	Roll Assign, -20 modifier

Efficiency Modifiers		
INT	75+	-10
	65 - 74	-05
LUC	70+	-10
	60 - 69	-05

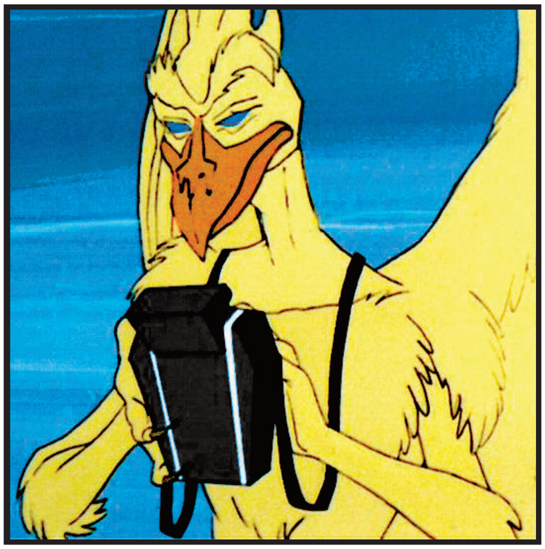
Efficiency can be averaged over the Term for more exacting ideas. Example: A PO three-year term could not have been all bad could it? One EX year can easily be flushed away by a big pile of PO.

LIFETIME SKILLS

Accumulated Learning Experience

Every year of Terms served gets 1d10 skill rolls. To this number, add the following modifiers. These rolls may be put into any skill, new or old.

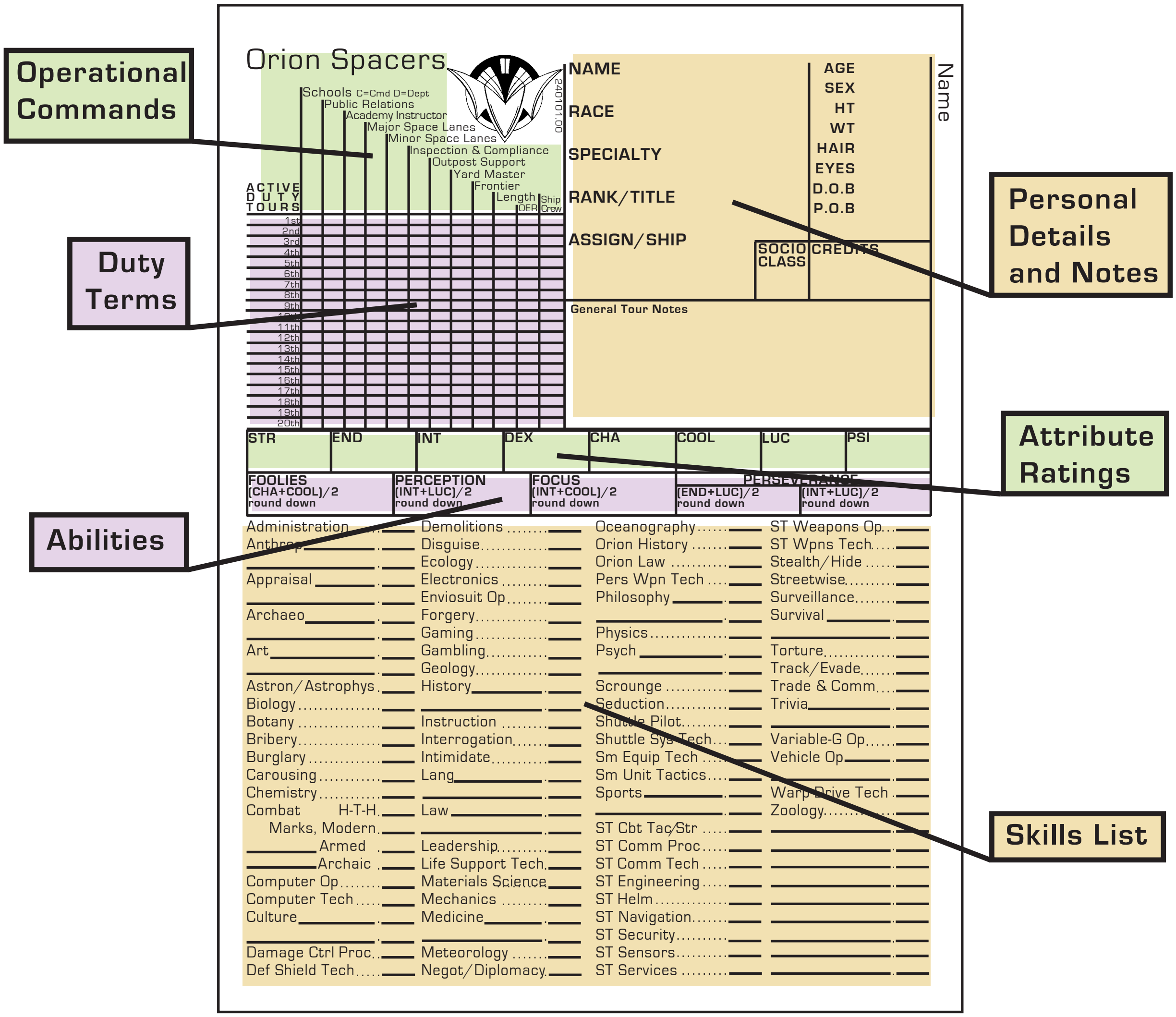
Modifier		Additional Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1



- FINALLY -

What's your Name? What's your Weight? Height? Eye and Plumage color? Anything else we're forgetting?

Get yourself a pencil, eraser, ten-sided dice,
a character sheet and flip to the next page.


Operational Commands
Duty Terms
Abilities
Personal Details and Notes
Attribute Ratings
Skills List

Orion Spacers

240101.00

Schools C=Cmd D=Dept
Public Relations
Academy Instructor
Major Space Lanes
Minor Space Lanes
Inspection & Compliance
Outpost Support
Yard Master
Frontier
Length
OER
Ship Crew

ACTIVE DUTY TOURS
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th
12th
13th
14th
15th
16th
17th
18th
19th
20th

NAME
RACE
SPECIALTY
RANK/TITLE
ASSIGN/SHIP

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

SOCIO CLASS
CREDITS

Name

General Tour Notes

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	PERCEPTION	FOCUS	PERSEVERANCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat H-T-H
Marks, Modern
Armed
Archaic
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech

Demolitions
Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
History
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Meteorology
Negot/Diplomacy

Oceanography
Orion History
Orion Law
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cbt Tac/Str
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Services

ST Weapons Op
ST Wpns Tech
Stealth/Hide
Streetwise
Surveillance
Survival
Torture
Track/Evade
Trade & Comm
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic Orion Character Sheet

More options in Supplement S13: Adversary Character Sheets

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Orion Spacers

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Name

NAME

RACE

SPECIALTY

RANK/TITLE

ASSIGN/SHIP

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

SOCIO CLASS	**CREDITS**

General Tour Notes

ACTIVE DUTY TOURS	Schools C=Cmd D=Dept	Public Relations	Academy Instructor	Major Space Lanes	Minor Space Lanes	Inspection & Compliance	Outpost Support	Yard Master	Frontier	Length	OER	Ship Crew Quality
1st												
2nd												
3rd												
4th												
5th												
6th												
7th												
8th												
9th												
10th												
11th												
12th												
13th												
14th												
15th												
16th												
17th												
18th												
19th												
20th												

STR	**END**	**INT**	**DEX**	**CHA**	**COOL**	**LUC**	**PSI**

FOOLIES **(CHA+COOL)/2** **round down**	**PERCEPTION** **(INT+LUC)/2** **round down**	**FOCUS** **(INT+COOL)/2** **round down**	**PERSEVERANCE** **(END+LUC)/2** **round down**	**PERSEVERANCE** **(INT+LUC)/2** **round down**

Administration ...... ______
Anthrop ______ . ______
______ . ______
Appraisal ______ . ______
______ . ______
Archaeo ______ . ______
______ . ______
Art ______ . ______
______ . ______
Astron/Astrophys . ______
Biology .... ______
Botany .... ______
Bribery .... ______
Burglary .... ______
Carousing .... ______
Chemistry .... ______
Combat H-T-H. ______
Marks, Modern. ______
______ Armed. ______
______ Archaic. ______
Computer Op .... ______
Computer Tech ..... ______
Culture ______ . ______
______ . ______
Damage Ctrl Proc.. ______
Def Shield Tech .... ______

Demolitions .... ______
Disguise .... ______
Ecology .... ______
Electronics .... ______
Enviosuit Op .... ______
Forgery .... ______
Gaming .... ______
Gambling .... ______
Geology .... ______
History ______ . ______
______ . ______
Instruction .... ______
Interrogation .... ______
Intimidate .... ______
Lang ______ . ______
______ . ______
Law ______ . ______
______ . ______
Leadership .... ______
Life Support Tech. ______
Materials Science. ______
Mechanics .... ______
Medicine ______ . ______
______ . ______
Meteorology .... ______
Negot/Diplomacy. ______

Oceanography ...... ______
Orion History ...... ______
Orion Law .... ______
Pers Wpn Tech .... ______
Philosophy ______ . ______
______ . ______
Physics .... ______
Psych ______ . ______
______ . ______
Scrounge .... ______
Seduction .... ______
Shuttle Pilot .... ______
Shuttle Sys Tech ... ______
Sm Equip Tech ..... ______
Sm Unit Tactics .... ______
Sports ______ . ______
______ . ______
ST Cbt Tac/Str ...... ______
ST Comm Proc ..... ______
ST Comm Tech ..... ______
ST Engineering ..... ______
ST Helm .... ______
ST Navigation ...... ______
ST Security .... ______
ST Sensors .... ______
ST Services .... ______

ST Weapons Op ... ______
ST Wpns Tech ..... ______
Stealth/Hide ...... ______
Streetwise .... ______
Surveillance .... ______
Survival ______ . ______
______ . ______
Torture .... ______
Track/Evade .... ______
Trade & Comm .... ______
Trivia ______ . ______
______ . ______
Variable-G Op ...... ______
Vehicle Op ______ . ______
______ . ______
Warp Drive Tech . ______
Zoology .... ______
______ . ______
______ . ______
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______ . ______
______ . ______
______ . ______
______ . ______
______ . ______

Grey Orion

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ACTIVE DUTY TOURS	Powerful, Mobile	Powerful, Estate	Starliner/Fleet	Big City, Powerful	Big City, Common	Small City	Troupe/Perform	Busy Outpost	Lone Outpost	Length	Study Envio
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
16th											
17th											
18th											
19th											
20th											

NAME

RACE

GREY ORION

SPECIALTY

TITLE

ASSIGN

H Factor

SOCIO CLASS

AGE

SEX

HT

WT

HAIR

EYES

D.O.B

P.O.B

CREDITS

Name

General Tour Notes

STR	**END**	**INT**	**DEX**	**CHA**	**COOL**	**LUC**	**PSI**

FOOLIES **((CHA+COOL)/2)** **round down +05**	**PERCEPTION** **((INT+LUC)/2)** **round down**	**FOCUS** **((INT+COOL)/2)** **round down**	**PERSEVERANCE** **((END+LUC)/2)** **round down**	**PERSEVERANCE** **((INT+LUC)/2)** **round down**

Administration .... ____
Anthrop ____________ . ____
____________________ . ____
Appraisal ____________ . ____
____________________ . ____
Archaeo ____________ . ____
____________________ . ____
Art ____________ . ____
____________________ . ____
Astron/Astrophys .... ____
Biology .... ____
Botany .... ____
Bribery .... ____
Burglary .... ____
Chemistry .... ____
Computer Op .... ____
Computer Tech .... ____
Culture ____________ . ____
____________________ . ____
Ecology .... ____
Electronics .... ____
Enviosuit Op .... ____
Forgery .... ____
Gaming .... ____
Gambling .... ____
Geology .... ____

History ____________ . ____
____________________ . ____
Instruction .... ____
Lang ____________ . ____
____________________ . ____
Law ____________ . ____
____________________ . ____
Life Support Tech .... ____
Materials Science .... ____
Mechanics .... ____
Medicine ____________ . ____
____________________ . ____
Meteorology .... ____
Negot/Diplomacy .... ____
Oceanography .... ____
Orion History .... ____
Orion Law .... ____
Philosophy ____________ . ____
____________________ . ____
Physics .... ____
Psych ____________ . ____
____________________ . ____
Scrounge .... ____
Sm Equip Tech .... ____
Sports ____________ . ____
____________________ . ____

ST Comm Proc .... ____
ST Comm Tech .... ____
ST Engineering .... ____
ST Navigation .... ____
ST Sensors .... ____
ST Services .... ____
Surveillance .... ____
Survival ____________ . ____
____________________ . ____
Trade & Comm .... ____
Trivia ____________ . ____
Warp Drive Tech .... ____
Zoology .... ____
____________________ . ____
____________________ . ____
____________________ . ____
____________________ . ____
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____________________ . ____
____________________ . ____

Lodubyain

24042000

ACTIVE DUTY TOURS	Powerful, Mobile	Powerful, Estate	Starliner/Fleet	Big City, Powerful	Big City, Common	Small City	Troupe/Perform	Busy Outpost	Lone Outpost	Duration	Conditions
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
16th											
17th											
18th											
19th											
20th											

NAME

RACE

GREEN ORION

SPECIALTY

TITLE

ASSIGN

AGE
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EYES
D.O.B
P.O.B

SOCIO CLASS

CREDITS

Name

General Tour Notes

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES ((CHA+COOL)/2) round down +05	**PERCEPTION** ((INT+LUC)/2) round down	**FOCUS** ((INT+COOL)/2) round down	**PERSEVERANCE** ((END+LUC)/2) round down	**PERSEVERANCE** ((INT+LUC)/2) round down

MAX INTELLECT/SKILL LEVEL RATING = 84 (*may qualify as "physical-based" skill = 99*)

Administration
Anthrop
Appraisal
Archaeo
Art*
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Carousing*
Chemistry
Combat H-T-H*
Marks, Modern*
Armed*
Archaic*
Computer Op
Computer Tech
Culture
Damage Ctrl Proc.

Def Shield Tech
Demolitions
Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
History
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine

Meteorology
Negot/Diplomacy
Oceanography
Orion History
Orion Law
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction*
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports*
ST Cbt Tac/Str
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation

ST Security
ST Sensors
ST Services
ST Weapons Op
ST Wpns Tech
Stealth/Hide*
Streetwise
Surveillance
Survival*
Torture
Track/Evade
Trade & Comm
Trivia
Variable-G Op*
Vehicle Op
Warp Drive Tech
Zoology

ORION GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**. (Max **Cool** = 99) For **LUC** and **PSI**, roll straight percentiles (d%) Apply the appropriate Modifiers below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Ruddy	+10	-	-10	-	-10	-	-25	-30
Green	+15	+10	-15	-	+10	-	-25	-40
Lodubyain	-	-	-15	+10	+20	+05	-25	-10
Grey	-20	-20	+20	+10	-20	-	-25	-25

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Ruddy	109	99	89	99	89	99	75	70
Green	114	109	84	99	109	99	75	60
Lodubyain	99	99	84	109	119	99	75	90
Grey	79	79	119	109	79	99	75	75

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Attribute may rise above Species Max.
3. PSI may not be modified.

Players who wish to take a wild leap into the unknown and do not mind being a hunted animal may create a halfbreed. Roll all attribute scores on 4D10 + 40. There are *no* bonus points for such characters. For each attribute on the Racial Die Modifiers Table, roll 1D100. If the result is 01–50, the character applies the modifier for the first color, reading from the top of the chart down. If the result is 51–00, the other color modifier applies. It is quite possible that they will inherit the bad traits of *both* races, with no compensation.

The **Book of Deep Knowledge** has no provisions for educating halfbreed characters, as culturally, they are not considered Orion. They will have to find their education and careers elsewhere.

BACKGROUND SKILLS

Greys goto p13 **Lodubyain goto** p20

To determine the number of Background Skills for a Ruddy or Green Orion, divide his INT scores by 10, and round down. Choose the skills from the three tables below and roll 1D10 for the skill rating. A skill may be chosen more than once, and the die rolls added together, within the following limits. Note that if the player wishes to create a Green slave woman character, he should ignore this section and proceed to the **Green Slave Woman Generation** section.

Ruddy Orion characters must first take both a Personal Development *and* an Education skill before they may choose a Combat skill. If he desires another Combat skill, again he must first take a Personal Development and an Education skill.

Green Orion characters must choose a Personal Development skill before they choose a Combat skill. Before they may acquire an Education skill, Green Orions must first have a Personal Development or Combat skill. If they choose not to acquire any Education skills, that is fine; no one said Greens were schoolmongers.

PERSONAL DEVELOPMENT SKILLS

Appraisal
Arts, The (s)
Computer Op
Computer
Tech
Electronics
Gaming
Language (s)
Leadership
Mechanics
Negot/Diplo
Survival (s)
Sports (s)
Streetwise
Trade & Comm
Trivia (s)
Vehicle Op (s)

EDUCATION SKILLS

Administration
Astron/Astro
Botany
Biology
Computer Op
Computer Tech
Instruction
Meteorology
Oceanography
Physics

MARTIAL SKILLS

Carousing
Cbt, Marks Mod
Cbt, Marks Arm (s)
Cbt, H-T-H
Pers Wpn Tech
Small Unit Tactics
Sports (s)

SPACE TRAINING

The spacing professions are the most coveted and hallowed occupations among Orions. Pirate, Space Navy officer, stargoing merchant, the actual type of work is not as important as long as it is in space. Most Orion player characters will be spacers. Though it matters little to the Orions, the player characters should end up with a career suitable for the gamemaster's campaign.

At the top of the scale are the Explorers, the elite of the elite. Not quite pirates but not just merchants either, Explorers are those Orion spacers tied to no timetable or base, but wander where they will—usually in space belonging to someone else. They are the purest kind of opportunists, scouting out worlds for legal and illegal trading ventures, looking for cheap sources of valuable commodities, knocking off the occasional defenseless merchantman if nothing else presents itself, and supplying high-tech machinery to low-tech worlds. Of course, this latter business runs counter to the Federation's Prime

Directive, and in the Klingon Empire, such activity is punishable by death. It is a short life but a merry one for Explorers. As it has been for centuries, the trick is knowing when to quit when they are ahead.

Orion traders are more than mere merchants. Though more cautious than Explorers, they tend to have more money and authority. They may even employ Explorers.

The Orion Space Navy is a peculiar institution with a peculiar purpose. The Star Fleet of the Orions, the OSN has similar goals of protecting commerce, defending the borders, and showing the flag at home and abroad. Unlike Star Fleet, the OSN is a minor and relatively unimportant instrument of policy for the Botchok Planetary Congress. For example, it lacks even permanent ships of its own, relying on rented or leased vessels for its needs. Even its manpower is variable, and leased crews are quite common. Nevertheless, the Orion Space Navy has tradition going for it. Though neglected, with suspicious and unfriendly powers surrounding Orion Space, the Space Navy enjoys a respectability and prestige that no other group of spacers have—a long, illustrious history and snazzy uniforms for its officers. It may not have the firepower of the Klingons, Romulans, or the Federation, but its commanders know how to *think* like smugglers and pirates, and it can find them when no one else can.

Although player characters must begin their campaign as one type of spacer, they have a wide selection of fields of specialization within those groups. As time goes on, the players may wish to leave behind their initial choice and become another spacer group. That is fine—*Starship Helm Operation* is the same whether the Helmsman be pirate or Space Navy subaltern. However, the gamemaster will have to devise a way for the campaign to shift its direction. He may be better off simply laying the problem before the player characters and having them sort it out. After all, if they want to stop being pirates and join the Space Navy, they should find a way to make people forget or forgive their past sins. Once they change careers, they do not receive their new occupations's skills.

TRADERS

Ruddy and Green Orion characters may opt to receive merchant training from the Federation. Use the rules in **Trader Captains and Merchant Princes, Second Edition** and start Orion characters on their chosen advancement lane. Unlike Federation characters, Ruddy and Green Orions may enter any advancement lane they wish, as their background education is sufficient to allow them to enter the best Federation merchant academy. Follow the character generation process in TCMP2 from choosing the advancement lane to determining years of trading experience.

EXPLORERS

Orion Explorers have the widest variety of skills. However, they also have a tough entrance roll. To train to be an Explorer, a character must roll 50 or less on 1D100, applying the following modifiers to the roll.

EXPLORER ENTRANCE MODIFIERS TABLE

INT	70+	–15
INT	60–69	–10
INT	50 or less	+15
LUC	70+	–15
LUC	55–69	–5
LUC	50 or less	+20
CHA	70+	–10
CHA	50–69	–5
Skill Rating of 20+ in any Combat Skill or *Leadership*		–10 for each

NOTE: RUDDY AND GREEN ORIONS INT-BASED SKILLS ARE CAPPED AT 89 AND 84!

Explorer Basic Training

Player characters who make their entrance rolls begin Explorer Basic Training (EBT) at the age of 18. Although called basic training, EBT is more like a boarding school. While taking this long, tough curriculum, students talk, eat, and sleep trade. This cuts down on an Orion's play time, but most feel The curriculum takes fours years to complete. At the end of this time, the character receives the following skills.

Appraisal	20
Cbt, Marks Mod	15
Cbt, H-T-H	15
Cbt, Arm, Knife	10
Dmg Ctrl Proc	20
Enviosuit Op	25
Gaming	15
Lang (s) (Total)	20
Leadership	15
Med, Orion	10
Negot/Diplo	15
Orion History	10
Orion Law	10
Pers Wpn Tech	10
Shuttle Pilot	10
Small Unit Tactics	05
ST Security	10
Streetwise	15
Survival (s) (Total)	20
Trade & Commerce	30
Vari-G Op	10

Additionally, take Bonus Skill Rolls equal to (1/10 INT) rd + 2.

Fields of Specialization

Upon graduating from EBT, Explorers must choose a field of specialization, either Helm/Navigation, Engineering, Communications, Weapons/Defense, Guards, Medical, Science, Financial/Clerical, or Espionage. After choosing his specialization, the player character adds the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical curriculums take two and a half years to complete, the Guards curriculum takes two years, both Engineering and Science take three and a half years, and Espionage takes four years. Players may add the Specialties points to any skills on their characters' Specialty Training Table.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Espionage specialty. Greens with a socioeconomic class of 2 cannot enter the Helm/Navigation specialty. Ruddy Orion characters with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 cannot enter the Medical specialty, and those with a socioeconomic class of 10 cannot enter either the Medical or the Guards specialty.

EXPLORER SPECIALTY TRAINING

Pilots 2.5 years

Astron/Astro	20
Computer Op	20
Computer Tech	10
Dmg Ctrl Proc	10
Def Shield Tech	10
Shuttle Pilot	25
ST Cbt Tac/Str	20
ST Navigation	20
ST Helm	25
ST Sensors	10
Warp Drive Tech	10
Specialties (Total)	30

Weapons 2.5 years

Computer Op	10
Computer Tech	15
Dmg Ctrl Proc	15
Def Shield Tech	20
Electronics	20
Instruction	10
ST Cbt Tac/Str	20
ST Sensors	20
ST Weapons Op	25
ST Wpn Tech	25
Specialties (Total)	30

Comm 2.5 years

Admin	10
Computer Op	10
Comp Tech	10
DmgCtrl Proc	10
Electronics	10
Enviosuit Op	10
Lang (s)	3ea @ 20
Negot/Diplo	10
ST Comm Op	20
ST Comm Proc	20
ST Security	10
Specialties	30

Guards 2 years

Enviosuit Op	10
DmgCtrl Proc	10
Cbt, Arm, Knife	10
Cbt, H-T-H	20
Cbt, Marks Mod	20
Pers Wpn Tech	10
Survival (s)	2ea @ 10
ST Security	30
Sm Unit Tactics	10
Specialties	30

Finance 2.5 years

Admin	40
Appraisal	25
Computer Op	20
Gaming	10
Instruction	10
Lang (s) (Total)	20
Negot/Diplo	20
Streetwise	10
Trade & Comm	25
Specialties	30

Science 3.5 years

Computer Op	20
Computer Tech	25
Dmg Ctrl Proc	10
Electronics	20
Instruction	15
Lang (s)	2ea @ 20
Physics	25
ST Sensors	40
Sciences (s) (Total)	100

Espionage 4 years

Bribery	20
Comp Op	10
Comp Tech	10
Cbt, Armed, Knife	20
Cbt, H-T-H	30
Cbt, Marks Mod	20
Culture(s)	10
Electronics	10
Lang (s)	3ea @ 15
Law (s)	10
Med, Orion	10
Negot/Diplo	15
Pers Wpn Tech	10
SmEqSys Tech	10
ST Comm Op	10
ST Comm Tech	10
ST Security	20
Streetwise	20
Surveillance	20
Survival (s)	10
Specialties (Total)	20

Engineering 3.5 years

Comp Tech	20
Dmg Ctrl Proc	10
Def Shield Tech	10
Electronics	15
Enviosuit Op	10
Instruction	10
Life Supp Tech	20
Mechanics	15
PersWpn Tech	10
Shuttle Sys Tech	20
SmEqSys Tech	20
ST Comm Tech	10
ST Eng	30
ST Wpn Tech	10
Transporter Op	10
Transporter Tech	15
Warp Drive Tech	30
Specialties (Total)	30

Medical 3.5 years

Admin	15
Biology	20
Botany	20
Chemistry	20
Computer Op	10
Instruction	10
Leadership	10
Life Supp Tech	15
Med, Orion	40
Med (s (Total)	40
Negot/Diplo	15
Psych, Orion	25
Psych, (s) (Total)	25
Specialties (Total)	30

Bonus Rolls for All
INT/10 rd = # Rolls
1d10 each
Any skills, new or old

Goto p11 for Command School
and Career Advancement

ORION SPACE NAVY

In most respects (including pay), the duties of the Orion Space Navy greatly resemble those of Star Fleet Command. Although legally restricted to the boundaries of Orion Space, the OSN frequently ventures into the Neutral Zone and the Triangle. It protects the commerce within these areas but cannot enter the Federation, even in pursuit of a fleeing pirate, without first notifying Star Fleet. Technically allied with Star Fleet, the OSN never fully cooperates with them. As their borders are protected from without and incursions of hostile spacecraft into Orion Space are rare, the OSN has little to do but practice maneuvers and attend lavish social functions. Under these conditions, officers find it easy to keep their blindingly white uniforms spotless.

Player characters may join the Navy as either a recruit or an officer candidate at the age of 18.

Recruits

As the military arm of the Botchok Planetary Congress is desperate for servicemen, player characters wishing to serve as recruits need make no rolls to enter.

Basic Training

For one year of basic training, the character receives the following skills.

Recruit Basic Training

Cbt, Marks Mod	10
Cbt, Ar, Knife	10
Cbt, H-T-H	10
Computer Op	10
Enviosuit Op	10
Pers Wpn Tech	10
Survival	10
Vari-G Op	10

Characters also spend their time acquiring skills of their own choosing. Players may select any four skills and roll 1D10 for the ratings in those skills. If desired, a skill may be chosen more than once.

After finishing their one year of basic training, recruits immediately enter service. Although required to serve at least four years, bribes and well-placed connections may decrease this service time (gamemaster's discretion).

Officers School

Instead of joining the Orion Space Navy as recruits, player characters of sufficiently high birth and indifferent ambition may try to become an OSN Officer.The officers of the OSN tend to be of two types, with a smattering of in-betweens. Either they are the lesser sons of prominent and wealthy families spending their years wearing a pretty uniform and pretending to be military men, or they are closet militarists seeking a way out of the trap into which the Space Navy, indeed all Orions, have fallen. The social butterflies seem to have the upper hand, but the BPC retains true military minds in strategic positions where they might be needed. Despite the stories, the OSN is neither completely corrupt nor wholly incompetent.

Academy Acceptance Table (roll 1d10)

Category	Accepted	Rejected
Disadvantaged	1	2 - 0
Female	1 - 2	3 - 0
Male	1 - 4	5 - 0

Basic Training

Officer-candidates spend four years in Orion Space Naval Academy basic training. At the end of this time, they

Adminstration	10
Astron/Astro	10
Carousing	20
Cbt, H-T-H	10
Cbt, Marks Mod	20
Cbt, Ar, Sword	15
Enviosuit Op	10
Gaming	20
Gambling	20
Lang (s)	3ea @ 20
Leadership	20
Pers Wpn Tech	05
Philo, Politics	10
Orion History	20
Orion Law	20
Sm Unit Tactics	10
ST Nav	10
ST Cbt, Tac/Str	10
Streetwise	10
Survival (s)	10
Vari-G Op	10

Bonus Rolls

(INT/10 rd) +5 in any skills, new or old.

Fields of Specialization

OSN personnel must gain specialty training in one of the following fields: Helm/Navigation, Engineering, Communications, Weapons/Defense, Medical, Science, Financial/Clerical, or Diplomacy. However, the OSN course load is easier than that of the Explorers. After choosing his specialization, the player character attends that school and receives the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical training take two years, and Engineering, Science, and Diplomacy training take two and a half years.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Diplomacy specialty. Greens with a socioeconomic class of 2 cannot enter either the Helm/Navigation or Diplomacy specialty, and Ruddies with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 or 10 cannot enter the Medical specialty.

NAVAL OFFICER SPECIALTY TRAINING

Pilots

Astron/Astro	20
Carousing	25
Computer Op	10
Dmg Ctrl Proc	10
Shuttle Pilot	30
ST Cbt Tac/Str	20
ST Navigation	20
ST Helm	20
ST Sensors	10
Trivia (s) (Total)	25
Specialties (Total)	10

Comm

Bribery	10
Computer Op	10
Comp Tech	10
DmgCtrl Proc	10
Lang (s)	3ea @ 20
Negot/Diplo	10
ST Comm Op	40
ST Comm Proc	20
Trivia (s)(Total)	20
Specialties (Total)	10

Weapons

Computer Op	10
Computer Tech	10
Dmg Ctrl Proc	25
Def Shield Tech	25
Electronics	10
ST Cbt Tac/Str	20
ST Sensors	15
ST Weapons Op	40
ST Wpn Tech	25
Vari-G Op	10
Specialties (Total)	10

Science

Computer Op	15
Computer Tech	15
Electronics	10
Gaming	10
Physics	30
ST Sensors	40
Sciences (s) (Total)	80

Medical

Admin	20
Biology	15
Botany	15
Chemistry	15
Computer Op	10
Life Supp Tech	05
Med, Orion	40
Med (s) (Total)	30
Negot/Diplo	20
Psych, Orion	20
Specialties (Total)	10

Engineering

Comp Op	10
Comp Tech	20
Dmg Ctrl Proc	10
Def Shield Tech	10
Electronics	15
Life Supp Tech	10
Mechanics	15
Shuttle Sys Tech	10
SmEqSys Tech	20
ST Comm Tech	10
ST Eng	20
ST Wpn Tech	10
Transporter Op	10
Transporter Tech	10
Warp Drive Tech	10
Specialties (Total)	10

Finance

Admin	25
Appraisal	20
Computer Op	25
Gaming	20
Lang (s) (Total)	30
Negot/Diplo	20
Streetwise	20
Trade & Comm	30
Specialties (Total)	10

Diplomat

Admin	10
Appraisal	20
Bribery	10
Carousing	10
Culture (s)	10
Lang (s)	2ea @ 20
Law (s)(Total)	20
Negot/Diplo	40
Psych (s)	10
Streetwise	10
Trade & Comm	10
Specialtiess (Total)	10

Bonus Rolls for All!

INT/10 rd = # Rolls
1d10 each
Any skills, new or old

In Diplomacy school, the character is being groomed to advance Orion policy through negotiation, compromise, and political maneuver. Diplomats mediate between corporations and powerful families at least as often as they negotiate between the Colonies and the Federation, the Klingon Empire, or the Romulans. Diplomats tend to be more peaceful and reasonable people than most spacers. Lasting for two and a half years, this advanced training is intended to impart useful negotiating skills to those who have not been schooled from birth in politics.

Outside Electives

Although player characters in the OSN learn less skills than those in Explorer School, they do have more time to pursue hobbies and electives. To find the number of skills that the player may improve, divide the character's INT score by 10, round down, and add three. Players may improve any skills they wish. Roll 1D10 to find the number of rating points acquired in the skill. If desired, a skill may be chosen more than once.

COMMAND SCHOOL

Either because an Orion shows much promise or has gained much useful experience, he may be tapped for advanced training in a less-physical but more grueling occupation. The training could come from a corporate sponsor or from a planetary or even local government and could take the form of rigorous schooling or in-the-field, hands-on experience. Sometimes, it is a form of reward for a long and effective career, and sometimes, it is just a rather elaborate way of getting someone out of the way by kicking them upstairs.

In Command School, the character learns the ways of leadership and control in multifaceted Orion society. Possession of these skills does *not* give a character higher rank or status, they merely give the character a fighting chance to survive in higher levels of authority. Command School lasts for two years.

Command School Skills	
Appraisal	15
Administration	20
Bribery	15
Leadership	30
Psych, (s)	20
Negot/Diplo	30
ST Cbt Tac/Str	30
Trade & Comm	15

Advanced Training

While attending Command School, a player character may also take advanced training in any skill previously acquired. The number of skills that may be improved equals the character's INT score divided by ten, rounded down. The player may choose a skill more than once. Roll 1D10 to determine the number of skill rating points to be added to the character's present rating.

CAREER ADVANCEMENT

Once a character has been generated, a player may wish to start that character in a campaign only after time and experience have 'seasoned' him, adding to his skill ratings. A gamemaster might also wish to begin play with some characters older and presumably wiser than others.

Like Star Fleet officers, Orion player characters serving with the Explorers and the Orion Space Navy must determine the number of terms served between graduation and the beginning of the campaign. Then, the player must calculate the length of each term and must determine which skills are advanced. This information helps bring a character to life, and players should elaborate on this information as much as possible.

Number of Terms

To determine the character's number of terms served, roll 1D10, divide by two, and round down. If the result is 0, make it 1. Then, modify the number of terms by the following tables.

MODIFIERS TO NUMBER OF TERMS SERVED

For Attributes		
INT	60+	–1
LUC	60+	–1
LUC	40 or less	+1
For Sex		
Female		+1
For Destined Position, Cumulative		
Archcaptain		+3
Captain		+2
First Officer		+2
Department Head		+1
For Destined Officer Rank		
Fleet Admiral		+6
Admiral		+5
Rear Admiral		+4
Commodore		+3
Captain		+2
Commander		+1
Lieutenant Commander		+1
First Lieutenant		No Modifier
Lieutenant		No Modifier
Ensign		–1
For Destined Enlisted Rank		
Master Chief Petty Officer		+5
Senior or 1st Chief Petty Officer		+3
Chief Petty Officer		+2
Spaceman, First Class		+1
Spaceman		+1
Recruit		No Modifier
Boot		No Modifier
Punk Boot		–1

PLUS MODS NEXT PAGE →

For Socioeconomic Class

Helm/Navigation Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–3	–2	–2	–1	0	+1	+1	+2	+2	+3
Green	N/A	N/A	0	+1	+1	+2	+3	+4	P	P

Engineering Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+3	+2	+2	+1	0	–1	–1	–1	–2	–1
Green	N/A	N/A	0	–1	–1	–2	–2	–2	+1	+4

Communications Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+4	+3	+2	+2	+1	0	0	–1	–2	0
Green	N	N	–2	–1	0	0	+1	+2	+3	+4

Weapons/Defense Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–2	–3	–3	–2	–1	0	0	0	+1	P
Green	N/A	N/A	–1	0	0	+1	+2	+3	+4	P

Guards Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	P	+4	+3	+3	+2	+2	+1	+1	0	–1
Green	N/A	N/A	–3	–2	–1	–1	0	0	0	+1

Medical Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	P	P	+3	+2	+1	+1	+2	+2	+2	+2
Green	N/A	N/A	–2	–1	0	0	+1	+1	+1	+2

Science Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+2	+1	+1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	0	0	0	+1	+2	+3	+4	P

Financial/Clerical Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–1	–1	0	0	0	0	0	+1	+1	+4
Green	N/A	N/A	–1	0	0	+1	+1	+2	+2	P

Espionage Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–3	–2	–2	–1	0	0	+1	+1	+2	+3
Green	N/A	N/A	0	+1	+2	+3	+3	+4	+4	P

Diplomacy Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–2	–2	–1	–1	–1	0	0	+1	+2	+2
Green	N/A	N/A	0	0	+1	+1	+2	+2	P	P

Key

P:A character with this socioeconomic class cannot study this specialty.

Length of Term

Each term lasts from one to five years. To find the term length, roll 1D10, divide by two, and round down. A character must spend at least one year in a term.

Orion Naval Assignments

≤ 10	Public Relations
11 - 20	Academy Instructor
21 - 35	Major Space Lanes
36 - 50	Minor Space Lanes
51 - 60	Inspection & Compliance
61 - 75	Outpost Support
76 - 90	Yard Master
91 - 00	Frontier

Modifiers for both tables

INT	65+	-10
LUC	60+	-10
	≤35	+10
Socio	≤3	-10
	8+	+10
Carousing	40+	-10

Every Tour concludes by rolling Officer Efficiency Rating

≤ 33	**Ex**	Stay or roll next assign
34 - 66	**Av**	Roll Tour normally
67 +	**Po**	+25 next Assign roll only.

Tours also defined by Ship, Crew & Quality.

Roll straight 1d10 per each category.
Use to flavor character experience.

	1 - 5	6 - 8	9 - 0
Crew:	Medium	Small	Large
Ship:	Medium	Small	Large
Quality:	Ok	Exc	Bad

NEW SKILLS

For each year served, roll 1d10 in any skill, new or old, as many times as like.

CHARACTER AGING

The critical age for both Ruddy and Green Orions is 60. For every 10 full years over that, the player character must make Saving Rolls against his STR, END, DEX, and INT scores. If a roll fails, roll 1D10 and *reduce* the attribute by that amount.

Should the character miss the INT Saving Roll, the character has begun to *lose* skill rating points due to failing mental abilities. For every point of INT score reduction, the player must reduce one skill by 1D10, beginning with the skill with the highest rating and working down. Although these skills are not lost any faster than any others, the loss of them reflects the greater impact of age on the character.

Should any attribute of a Ruddy Orion fall below 25 (35 for a Green), that character has succumbed to age. Gamemasters may roll 1D10 for the number of years before death overtakes the character.

GREY ORION GENERATION

Because they understand machines and preside over all of Orion knowledge, Greys may go into careers not normally open to other Orions. It is a unique advantage, but it is balanced by a unique disadvantage. Thanks to genetic tampering, all Grey Orions suffer from inherited disabilities of varying severity. These handicaps stifle the acquisition of background skills, and profoundly affect the Grey's career choices.

HANDICAPS

Gamemasters should remember that Greys are consummate tool-users and machine-handlers. If there is a mechanical way around a problem, they will find it. For example, there is no reason why a blind Grey cannot be a doctor. He may need special instruments for examinations and may have trouble performing surgery, but he may still acquire medical knowledge and use such things as sonar and sight-to-touch computerized translators, making him all but indistinguishable from a sighted physician. Players and gamemasters should use their creativity to provide solutions. No problem is insurmountable.

GREY ORION HANDICAP TABLE

Die Roll (1D100) Result

01 **Asthma:** Character's lungs are weak and prone to congestion. END score is *halved*, rounded up. Avoid all exertion.

02 **Dust sensitivity:** The character must breathe filtered air at all times, either in a sealed environment or using a mask. If not, make a Saving Roll against one-half the character's END score, rounded down, or suffer respiratory arrest.

03 **Humidity sensitivity:** As for Dust Sensitivity (02), but the character cannot tolerate air that is too dry or too wet.

04 **Heat sensitivity:** The character must be below a specific temperature to avoid heat exhaustion. If not, make a Saving Roll against one-half the character's END score, rounded up. Failure means character will fall unconscious in 1D10 minutes unless the proper temperature is restored.

05 **Cold sensitivity:** As for Heat Sensitivity (04), but the character must stay above a certain temperature or suffer hypothermia. Save against one-half the END score, rounded up, or the character loses consciousness in 1D10 minutes.

06 **Food allergies**: The character can eat only a specially prepared diet free of antagonistic chemicals. Eating the wrong foods can cause poisoning, respiratory difficulties, abdominal pain, nausea, and other unpleasant effects up to and including death.

07 **Skin allergy (Natural substances):** The character must avoid wool, cotton, feathers, or any other such unprocessed material or else suffer skin eruptions, respiratory difficulties, or both.

08 **Skin allergy (Synthetic substances):** The character must avoid processed materials and textiles, as well as plastics in almost any form or else suffer skin eruptions, respiratory difficulties, or both. Airborne chemicals can produce the same drastic results.

09 **Skin allergy (Plants):** As for Natural Substances (07), but specifically for growing or recently cut life.

10 **Skin allergy (Animals):** As for Natural Substances (07), but more specifically for the pelts, loose hairs, or even the tanned hides of animals.

11 **Skin allergy (People):** As for Natural Substances (07), but more specifically for the touch or sometimes just the presence of other Orions or even other humanoid aliens.

12 **Mild skin eruptions:** The character suffers from mysterious, random outbreaks of unsightly and often itchy blotches, pimples, or pustules on his exposed skin.

13 **Severe skin eruptions:** The character suffers from occasional painful and hideous outbreaks of blisters, coarse skin, peeling, and raw exposed flesh where the skin has come off entirely.

14 **Skin ulcers:** As Severe Skin Eruptions (13), but marks are permanent.

15 **Uncontrollable facial twitching:** Sometimes more severe when the character is under stress, this twitching distorts his features but does not normally interfere with speaking.

16 **Palsy:** Character suffers from uncontrollable, but mild, trembling. Reduce DEX score by one-fourth, rounded up, to reflect the loss of fine control.

17 **Severe palsy:** The character shakes like a leaf all the time, even when asleep. Reduce END score by one-fourth and DEX score by half, both rounded up. The character may not run or do anything strenuous.

18 **Myasthenia gravis:** The character suffers from chronic muscle weakness that occasionally gets much worse. Reduce STR score by one-third, rounded up.There is a ten percent chance per day that STR will drop temporarily to one-tenth this value. If STR falls below 10 the character is bedridden, unable even to roll over. This condition may persist for several days or even weeks.

19 **Spastic paralysis:** The character suffers from a constant state of muscular contraction that twists his limbs and hands into almost immobile positions. Reduce both STR and DEX scores by three-fourths, rounded up. The character cannot walk or even stand without aid. Unless cared for by machines or people, the character cannot perform even the simplest tasks.

20 **Dwarfism:** The character never reaches the stature of a normal adult, but matures abnormally short. This result encompasses both true dwarfism (normal torso, small arms and legs) and midgets (small all over). Reduce both STR and END scores by one-half, rounded up. The character is roughly half the size of a full-sized adult.

21 **Giantism:** The character may be well over 125 percent the size and bulk of a normal adult. *Increase* STR score by one quarter, rounded down. Reduce DEX score by one-tenth, rounded up. The critical age for a character afflicted with giantism is 50, as unchecked growth places a great strain on the organism.

22 **Osteoporosis:** The character suffers from an insidious disease that weakens the structure of his bones. Whenever this character suffers 10 or more points of damage, at least one bone has been broken somewhere in his body. Double the normal time it takes to heal. The character may never carry anything heavier than one-fourth his STR in kilos. A greater weight requires a Saving Roll against his STR score minus one for every kilogram over the limit. Failure breaks at least one bone and forces the character to drop his burden.

23 Ossification: Rough deposits of bone-like material collect in the character's joints, reducing their mobility and causing great pain. This condition worsens over time, eventually immobilizing the character. For every year of age over 18, reduce the character's DEX score by one. When performing any strenuous physical activity, the character must make a Saving Roll against his DEX, or the pain forces him to stop.

24 Mild arthritis: The character's joints are getting cranky and old, regardless of the character's age. Make a Saving Roll against the character's DEX score. If the roll fails, reduce the DEX score by 5. This roll is performed only once.

25 Moderate arthritis: As for Mild Arthritis (24), but if the roll fails, reduce DEX score by 10.

26 Severe arthritis: Treat as Ossification (23). In time, the character's hands will become twisted immobile claws, next to useless.

27 Light-sensitive eyes: The character suffers no ill effects from artificial lighting or darkness, but 1D10 hours of direct sunlight force him to to rest his eyes for an hour, preferably in darkness.

28 Light-sensitive skin: Character has a built-in sun allergy. If exposed to direct sunlight for an hour or more, the character's skin burns, turning a startling shade of paperbag brown. Longer exposure produces a more severe burn; one hour does 10 points of damage, the second 20, the third 40, and so on. Hospital care will be necessary for exposure of two hours or more. If CURR OP END falls to zero or less due to sun damage, the character dies of sunburn.

29 Distorted vision: The character has a kind of astigmatism and cannot see clearly at any range. Retinax V and other ocular compounds do not work well on Orions, and Grey Orions tend to be allergic to them anyway.

30 Nearsightedness: The character cannot see things more than a few meters away. Severity is up to the gamemaster, and lenses are the usual cure.

31 Farsightedness: The character cannot see things clearly *unless* they are at least a few meters away. Severity is up to the gamemaster.

32 Red-green colorblindness: The character is unable to distinguish between the colors red and green; they appear to be the same. The character may run into problems dealing with non-Grey Orions.

33 Blue-green colorblindness: The character cannot distinguish between green and blue-colored objects.

34 Yellow-orange colorblindness: The character cannot distinguish between these two colors.

35 Complete colorblindness: The character sees all colors as shades of grey.

36 Night blindness: The character cannot see well in dim light. When the lights go out, this character is blind.

37 Day blindness: The character can see only in dim light. In bright light, even bright artificial light, he must shield his eyes, which may suffer internal burns from normal light. Sunglasses, even indoors, are necessary protection.

38 Blindness: Whether progressive or sudden, the character can no longer see. The condition is permanent and irreversible.

39 Tinnitus: The character constantly hears ringing in his ears. Although the character can tune out the noise, he cannot hear very well. When he tries to listen harder, he becomes aware again of the maddening sounds in his head.

40 Impaired hearing: Characters who suffer from this are partially deaf. They can hear most sounds, but may have difficulty understanding voices. Shouting at them does not help. They may have to make a Saving Roll against their INT score to hear correctly.

41 Impaired balance: Something is wrong with the character's inner-ear mechanisms. If he is sitting or standing still, there is no problem. However, if he has to walk, run, climb, or jump, he must save against one-fourth his DEX score, rounded up, or else become dizzy and lose his balance. Zero-G operations are not handicapped.

42 Total deafness: The character can hear only loud sounds faintly, but he can feel vibrations in water, air, or through the floor. In some cases, speech is also affected, resulting in slurred or unclear speech and requiring the listener to save against his INT score to understand.

43 Constant itching: The character's skin is acutely sensitive and itches for the slightest cause or no cause at all. Although not continuous, when the condition does occur, it can drive everything else out of a character's mind. At such times, reduce the character's INT score by one-fourth and DEX score by one-half, rounded up, to reflect the distraction.

44 Touch-sensitivity: The character's skin is acutely sensitive to any light touch, which the character perceives as pain. They may find even the lightest clothing too difficult to wear. Treat as for constant itching when required. The sufferer is *not* troubled by pressure or any touch that is firm.

45 Pressure-sensitivity: Any pressure on any part of the character's body, including simply sitting, causes pain. Light touches are not enough to trigger the reaction, but a handshake is uncomfortable, and hugs cannot be withstood.

46 Insensitivity to burns: The character cannot feel heat. If he encounters hot metal, liquid, or flame, he does not feel himself getting burned. Extreme cold can also burn him without causing pain. Of course, the danger is that he will not jump back when burned, and so he will suffer more damage.

47 Insensitivity to cuts: The character's skin is largely without sensation, and he cannot feel minor punctures, abrasions, scrapes, or cuts. As deeper injuries involve deeper nerves, they will cause pain. Unless the character is very careful, he will constantly be hurting himself without noticing it, possibly causing permanent damage.

48 Insensitivity to bruises: The character cannot feel pain from blows or constant pressure. When taking physical damage from a blunt weapon (clubs, stoves, furniture, and so on), the character's UNC THRESH becomes -20. A character whose CURR OP END falls to -20 from such damage does not become unconscious; he dies. Medical care is needed to keep him alive if the damage leaves his CURR OP END between 5 and –20.

49 Insensitivity to pain: The character is totally free of all pain. The provisions for all the above insensitivities (46–48) apply, and in addition, the character's END score drops one point every year due to cumulative, unavoidable damagê acquired from normal bumps and scrapes.

50 **Total numbness:** The character is free from pain, and suffers all the consequences of the previous insensitivities (46-49). In addition, the character cannot feel any light touch or pressure. He can move normally, but can feel nothing at all. Therefore, he will suffer an END loss of *two* points a year, unless he can make a Saving Roll against one-half his INT score, rounded up. If successful, he loses only one point.

51 **Premature aging:** The character's Critical Age is now equal to 20 + 1D10 years (instead of 40), and he will suffer the progressive loss of attribute score points from that age, not ten years afterward. In addition, he begins to *look* old with thinning, hair and wrinkled, saggy skin.

52 **Epilepsy:** The character suffers from random seizures. Although they leave no permanent damage, these seizures render the character unconscious for roughly an hour. Often there is no warning to these seizures, which may occur at any time. Stress does not induce seizures; they are on their own timetable.

53 **Severe epilepsy:** In addition to falling unconscious at random times, the character also suffers convulsions that may cause damage to himself. Seizures last 1D10 minutes, and the character may take from 1D10 to 2D10 points of damage, depending on whether he hits any objects. Afterward, he will sleep deeply for 1D10 hours. Stress does not affect the occurrence of seizures in any way.

54 **Stress convulsions:** Although like Severe Epilepsy (53), these convulsions are triggered *only* by stressful situations—gamemaster's option as to saving rolls. In addition to suffering all Severe Epilepsy (53) results, the gamemaster must roll 1D100; on a roll of 00, the character must immediately attack, with bare hands or any weapon, the nearest character, friendly or not, and cannot break off the attack. If there are no characters present, the sufferer vandalizes whatever room he is in. For the duration of such seizures, *increase* the character's STR and END scores by one-half, rounded down. Such seizures last only 1D10 minutes, followed by 1D10 hours of deep sleep. He may or may not remember what he has done.

55 **No sense of smell:** The character cannot smell or taste a thing, or suffers 'shadow scents' that make steak taste like sand or cardboard like caviar. On top of that, they cannot detect the leak of invisible gases, and so have no warning of them. On the plus side, such Greys are not affected by Green Orions' pheromones. Greens who deal with the afflicted character suffer a loss of 20 points from their own CHA score.

56 **Oversensitivity of smell:** The character's senses of taste and smell are hyperdeveloped. Although this allows him to be adept at detecting minute scents and distinguishing between them, it also exposes him to the full effect of any offensive odor or taste. These have no great effect on such characters, but sufferers generally prefer to wear special filter masks to keep from being overwhelmed. Most Greys so afflicted are lean because eating is a taxing experience. They cannot tolerate unfiltered Greens at all.

57 **Immune deficiency:** The character has no natural defense against microbes. Unless his air, water, and food is sterilized, he will catch all sorts of painful diseases. He cannot pass these illnesses on to others, but he will suffer their full effects and may even die from them. Without unflagging medical aid, nearly any infection he contracts can kill him.

58 **Cardiac weakness:** To all appearances, the character is unaffected, but if he exerts himself or gets unduly excited, he must make a Saving Roll against his END score. If he fails, he must sit or lie down and take it easy for a while. A character may force himself to go on in spite of the pain, but he is in danger of just dropping dead. The gamemaster must decide how long the character can ignore the warning before either the pain stops him or he keels over.

59 **Mild digestive disorder:** The character has a weak stomach, suffers gas, or cannot digest some kinds of foods.

60 **Severe digestive disorder:** Unable to digest most foods, the character lives on a special diet. The result is much like that for Food Allergies (06), but poisoning is guaranteed if the character ingests the wrong foods. In some cases, even water may be difficult to absorb. Afflicted characters will need supplemental injections regularly to avoid poisoning or permanent damage to internal organs.

61 **Constant abdominal pain:** This handicap has no specific cause but a poignant and constant result. The character has difficulty eating or drinking anything, and nausea may immediately follow. Exertion of any kind is too painful to ignore. Other than being a little skinny, the sufferer is apparently normal.

62 **Cystic fibrosis:** The character's lungs constantly fill with fluid and must be drained at least once a day or the character will suffocate. In addition, the character is more susceptible to infections, particularly of the lungs and respiratory tract. Reduce END score by one-fourth, rounded up. Any great exertion will cause a coughing fit that immobilizes the character indefinitely and may cause 1D10 points of damage (gamemaster's option).

63 **Hormonal immaturity:** The character's body has not grown up and never will. They appear to be oversized children, with rounded features, baby fat on body and limbs, and no body hair. Their voices remain childlike, and, though their minds are not affected, they may behave like children.

64 **Chronic depression:** The character suffers an emotional disorder that occasionally causes him to be extremely depressed, even despondent, with no apparent cause. An onset may last for days and saps the character's will to act. He must make a Saving Roll against his INT score or become unable to either complete any long or involved task or face another sentient being. One other character may add one-tenth his CHA score, rounded down, to the afflicted character's roll. The player character may attempt such a roll once per day. Extreme shock or urgency will temporarily overcome the effects of this disorder, allowing the character to function in an emergency, but he may or may not break out of his depression. Drugs have some value, but not a lot.

65 **Manic-depression:** When the character is not suffering from Chronic Depression (64), he is as irrationally happy and energetic as he was depressed and lethargic. Characters in the grip of a mania may work around the clock on one project, which they will not let alone until they have completed it perfectly. Affected characters cycle from one extreme to the other. The length of such cycles varies greatly and is affected by the character's success or failure at a job, the presence or absence of friends, or any normal emotional reaction. Sometimes, there are periods of normalcy between the swings. Mania exhausts a character, leaving him vulnerable to depression. Drugs can help either mood extreme, but there are no compounds that can eliminate the cycle completely.

66 **Euphoria:** The character suffers occasional bouts of unwarranted, unexpected happiness. Unlike mania, which tends to be task-oriented, euphoria simply keeps a character from experiencing sadness. While in the grip of this emotional disorder, he tends to act quite drunk.

67 **Anxiety:** A character with this emotional disorder cannot overcome feelings of dread toward everything, including facing strangers, talking to a group, trying to learn a new skill, and confronting the unknown. The character must save against his INT score or be unable to act at all. Periods of anxiety come and go at random.

68 **Paranoia:** Paranoia causes a character to feel that he is being watched, judged, or plotted against. A sufferer will concoct and believe the wildest schemes to explain odd coincidences. There are no drugs that help this condition. The other characters should watch paranoid characters closely—which may precipitate a crisis itself.

69 **Narcolepsy:** The character tends to fall asleep at the most inappropriate (or at least oddest) times. Attacks of narcolepsy resemble those of Epilepsy (52), except that they are triggered by specific things—fear, anxiety, amusement, excitement, or some other powerful feeling. An afflicted character must save against one-half his INT score, rounded down, to keep from dropping off. Fortunately, only one type of feeling brings on attacks in any one individual—for instance, a character might have to avoid anything funny because laughter causes him to fall asleep. Although attacks are generally short, a character will sleep 1D10 hours unless wakened by another character.

70 **Severe water retention:** The character's body retains most of its moisture. Such characters appear bloated or fat, but their bodies have no tone or firmness. Worse, any exertion causes them to sweat profusely, usually with a sour, unpleasant odor, and makes them desperately thirsty. Active characters do not suffer damage if they do not drink something, but they lose one-fourth of their INT score, rounded up, until they do drink.

71 **Obesity**: The character suffers from an abnormal weight gain, with or without a corresponding increase in appetite, and becomes quite fat. DEX, END, and CHA scores are all reduced by one-fourth, rounded up. If the character's STR score is 40 or less, it is reduced by one-fourth, rounded up; if it is 41 or greater, it is *increased* by one-fourth, rounded up. (Fat is hard to carry around, but some people paradoxically get more exercise that way.)

72 **Skeletonization:** The character suffers from an inability to gain weight, becoming extremely thin and bony no matter how much he eats. STR and END scores are reduced by one-half, rounded up, but STR may never fall below 10.

73 **Neurofibromatosis:** Also known as the Elephant Man's disease, this affliction causes tumors to grow throughout the character's body. Mobility is affected as for Ossification (23), and the character's DEX, CHA, and STR scores lose 1D10 points a year. When *both* STR and DEX reach zero, the character dies. This condition may render a character hideous, but does not affect the mind or emotions and causes little pain.

74 **Plated skin:** This condition renders the character's skin into a coarse pattern of hornlike plates, very like the skin of an alligator. All parts of the body not covered by hair, including the face, hands, and feet, are affected, and the victim's hair will fall out as the platelets gradually advance. Reduce DEX score by one-tenth, rounded up, and reduce CHA score by one-half, rounded up. All attacks against the character must subtract 5 points of damage due to the armor-like effect of the skin.

75 **Too few fingers or toes:** Roll 1D10 to determine the number of fingers and toes the character has. (On a roll of 10, roll again.) Divide them equally between both hands or feet, or as evenly as possible. What fingers and toes the character has tend to be larger and stronger than the normal number. Reduce DEX score by 10 if the character has 6 fingers or less.

76 **Too many fingers or toes:** Roll 1D10, divide by 2 and round down to determine the number of additional fingers for *each* hand or toes for *each* foot. Increase DEX score by 5 if the character has more than seven fingers per hand.

77 **One hand missing or deformed:** Whatever may be left of a hand (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 10.

78 **Both hands missing or deformed:** Character has only nonfunctional stumps. DEX score may not be higher than 10, but prosthetics may be fitted to preserve an existing DEX.

79 **One arm missing or deformed:** The character's arm (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 15.

80 Both arms missing or deformed: Character can neither handle nor operate *any* apparatus. Prosthetics may be fitted but the resulting DEX score can never be more than *half* the character's original DEX, rounded up.

81 One foot missing or deformed: The character walks with a limp and may not be able to run (gamemaster's option). A prosthetic can eliminate the problem.

82 Both feet missing or deformed: The character may not walk unless fitted with prosthetics. Walking will then be normal, but running requires a DEX Saving Roll to keep from stumbling.

83 One leg missing or deformed: Character cannot walk or run without a prosthetic. Any remaining leg must first be removed. While running, DEX is reduced by 15, and the character must make a DEX Saving Roll to keep from stumbling.

84 Both legs missing or deformed: As for One Leg Missing or Deformed (83), but prosthetics for both legs must be fitted.

85 Hunchback: The character's spine bulges upwards from just behind the neck, constricting the chest and making it difficult to breathe. Reduce CHA score by one-fourth, rounded down. If he exerts himself, the character must make a Saving Roll against one-half his END score, rounded up, to keep from getting winded.

86 Hydrocephalous: The character suffers from an enlarged and possibly asymmetrical head. Intelligence is *not* affected, but the CHA score is reduced by 10 because of the character's strange and fearful appearance.

87 Eye missing or displaced: Roll 1D10 to determine the distance in centimeters that an eye is displaced from its customary location. Alternatively, the eye may not be there at all; the other eye may be in a normal position or displaced. [Gamemaster's option: Roll 1D10. On a result of 10, *both* eyes are displaced.] Reduce DEX score by 15.

88 Ear missing or displaced: Place as for a Displaced Eye (87), but the displaced ear will look like a kind of hole in the character's head. Same option as above for both ears. Reduce DEX by 15.

89 Mouth missing or displaced: Roll 1D10. On a result of 10, the character has been born without a mouth. He must be fed through tubes and cannot speak at all. On any other result, displace the mouth as for Displaced Eye (87). Reduce CHA score by three-fourths, rounded down.

90 Nose missing or displaced: Treat as a Displaced Mouth (89). If the character's nose is missing, he also loses the senses of both taste and smell (*see* 55). He can still eat and talk, but he sounds strange. Reduce CHA score by 10.

91 Baldness: The character has no body hair at all, not even eyebrows. Reduce CHA score by 10.

92 Hairiness: The character has an overabundance of hair, which can be either a kind of down or coarse and thick and extends onto the face and hands. Both males and females may be affected equally. Reduce CHA score by 10.

93 Odd coloration: The character is not grey, or at least not uniformly. They can be Ruddy or Green in shade, some other unusual color, or even striped or spotted like a Halfbreed. Reduce CHA score by 10.

94–95 Roll twice: Roll on this table twice. In no case may a character suffer from more than *six* handicap rolls.

96–97 Roll three times: Roll on this table three times. In no case may a character suffer more than *six* handicap rolls.

98–99 Roll four times: Roll on this table four times. In no case may a character suffer more than *six* handicap rolls.

00 Normal: The character may not reach this result after first rolling a number between 94 and 99. If 00 is the character's first roll on this table, the character suffers from no handicap at all. Some perverse throw of the genetic dice has spared him from the doom meted out to the Greys. The character may want to feign a handicap just to escape notice from non-Greys.

BACKGROUND SKILLS

There is not much that Grey Orions cannot learn, as time is so heavy on their hands and knowledge is supposed to be their job. Nevertheless, a curious sort of longing for more normal pursuits (preferably active ones) still lives in them even if they are not physically capable of performing them.

To determine the number of Background Skills for a Grey Orion, divide his INT score by 10 and round down. For each skill, the character receives a skill rating of 1D10. The player must choose at least two Technical skills for each Normal skill, and he may add no more than three rolls to any one skill. This does not include divisions within a skill—a character may roll three times for both *Medical Science, General Medicine* and *Medical Science, Surgery*. However, no more than two *Trivia* skills of *any* type may be chosen. It is up to the gamemaster to determine which skills a Grey Orion character may not gain due to his handicap.

Technical Skills Table

Administration
Arts, The (s)
Computer Op
Computer Tech
Culture (s)
Electronics
Gaming
Language (s)
Sciences (s)
Life Support Tech
Mechanics
Medicine (s)
Sm Eq Sys Tech
ST Comm Op
ST Comm Tech
Trivia

Normal Skills Table

Enviosuit Op
Instruction
Negot/Diplo
ST Security
Sports (s)
ST Sensors
Transporter Sys Op
Transporter Sys Tech

FIELDS OF SPECIALIZATIONS

At age 14, Grey Orions are deemed mature enough to master the skills for their captive professions. A Grey Orion character *must* choose one of the following fields of skills. If the character's INT is 80 or higher, he may choose two fields; if it is 90 or higher, he may be chose three fields. Choosing more than one field is voluntary; a character, whatever his intelligence, may not be forced to learn more. Computer Operation takes one and a half years, Computer Technology and Electronics Technology take two years, Engineering takes three years, Science and Medical take three and a half years, and both Finance and Protocol take four years.

Some curriculums offer a choice of skills to the player character. Before choosing these skills, however, the player should refer to the **Unauthorized Skills** section to determine which skills he may not select. (These skills can be acquired after choosing curriculum skills.)

Data Operator	
Admin	20
Computer Op	40
Computer Tech	20
Electronics	20
Law, Orion	10
Mechanics	10
Physics	20
Trivia (s)	2ea @ 15
Specialty (s)	10

Technologist	
Admin	20
Computer Op	20
Computer Tech	40
Electronics	30
Materials Sci	20
Mechanics	20
Physics	40
SmEqSysTech	35
ST Eng	40
Specialty (s)	10

Bonus Rolls for All!
INT/10 rd = # Rolls
1d10 each
Any skills, new or old
except Forbidden.

Engineering	
Computer Tech	40
Enviosuit Op	20
Life Supp Tech	30
Physics	20
Sci, (s)	20
	2ea @ 10
SmEqSysTech	25
ST Comm Tech	15
ST Eng	40
(Eng related)	2ea @ 30
	3ea @ 20

Electronics	
Admin	20
Computer Op	20
Computer Tech	40
Cult or Hist	2ea @ 20
Electronics	40
Law (s)	2ea @ 30
Orion History	30
Orion Law	40
Physics	40
SmEqSysTech	40
Trade & Comm	30

Finance	
Admin	40
Computer Op	25
Cult or Hist	2ea @ 20
Enviosuit Op	25
Gaming	20
Lang (s)	4ea @ 20
Law (s)	2ea @ 30
Leadership	10
Negot/Diplo	30
Orion History	30
Orion Law	40
Physics	40
Trade & Comm	30

Science	
Admin	10
Computer Op	30
Computer Tech	20
Electronics	10
Instruction	20
Lang (s)	4ea @ 20
LifeSuppTech	20
Med (s)	3ea @ 20
Sci-rel. not Med/Social)	
	2ea @ 40
	2ea @ 30
SmEqSystech	20
ST Sensors	20

Medical	
Admin	20
Chemistry	20
Computer Op	20
Enviosuit Op	20
Instruction	20
Leadership	10
LifeSuppTech	20
Med, Orion	50
Med (s)	2ea @ 30
Med (s)	3ea @ 20
Negot/Diplo	20
Sci-related	5ea @ 20
SmEqSysTech	15

Protocol	
Admin	40
Computer Op	20
Enviosuit Op	20
Gaming	2ea @ 25
Instruction	20
Language	5ea @ 40
Leadership	10
Negot/Diplo	40
ST Comm Op	30
ST Comm Tech	10
ST Security	20
Trivia (s)	2ea @ 20

UNAUTHORIZED SKILLS

Greys are prohibited from acquiring certain skills deemed dangerous for them to know. Nevertheless, simulators, computer aids, and the privacy of their sealed environments allow Greys to pick up certain unauthorized skills—within limits. Simulations cannot bring the full flavor of actual experience, and the Greys' physical problems often hamper learning.

By the time they finish training in the *guldin* (sealed life-support capsules in the bowels of an estate, office complex, or starship), Greys have also learned forbidden knowledge and prohibited activites. Players may choose such skills from the tables below. Note that a player may not choose the following skills as electives in his character's curriculum.

FORBIDDEN

LEARNING	ACTIVITIES
Dmg Ctrl Proc	Carousing
Def Shield Tech	Cbt, Marks Arch
Shuttle Pilot	Cbt, Marks Mod
Shuttle Sys Tech	Cbt, Armed, Any
Sm Unit Tactics	Cbt, H-T-H
ST Cbt Tac/Str	Pers Wpn Tech
ST Helm	Shuttle Pilot
ST Weapons Op	Streetwise
ST Wpn Tech	Vari-G Op
Warp Drive Tech	
Vehicle Op, Any	

Each Grey Orion character divides his INT score by ten, rounding down. The result is the total number of unauthorized skills that the character may acquire. No Forbidden Knowledge skill rating may ever be greater than the character's skill rating in *Computer Operation*. No Prohibited Activity skill rating may ever be higher than the character's STR, DEX, or END score—whichever is *lowest*.

CAREER ADVANCEMENT

Grey Orions live their entire lives under the control of other Orions, doing what they are told to do and amusing themselves when they are not. They have a lot of time to sit, think, and study, and, because they are usually confined to *guldin*, their privacy is only occasionally monitored for unauthorized activity. Therefore, they learn skills faster than most Orions, but in a more restricted direction.

Players may advance their characters to any desired age and level of competency simply by adding terms and attendant skill rolls. Because Greys can develop close relationships with other Greys and may get together to plot against their owners, *Utan* (or "Masters") swap Greys among themselves much as Terra's baseball players are traded.

Each player should roll 1D10, divide by two, and round down to determine the number of terms that his character has served prior to the start of play. This is an arbitrary starting point; players are quite free to run younger characters or more experienced characters. Each term served lasts for 1D10 divided by two years (rounded down) , and represents the time spent in a different work environment under a particular *Uta*.

For every year of service, a Grey Orion can improve two skills already learned by 1D10. Only *one* Unauthorized Skill may be improved in this manner (opportunities to practice *Streetwise* are not that common in a tank). The *guldi* where they labor may be in the sub-basement of a villa, a secure section of an office tower, or the bowels of a *Chariot* Class cruiser; it hardly matters. What *does* matter is whether the duty is easy or hard, the companionship good or a morass of petty personal grudges. Work environment affects the character's number and type of skills gained as follows.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10)	Work and Study Environment
1	**Abysmal:** The character can improve only one skill per year, and the skill must be authorized. Welcome to the pits.
2	**Horrible:** One skill roll per term is subtracted from the total number of rolls, and one Unauthorized Skill must be decreased by 1D10 points during this term.
3	**Poor:** One skill roll per term is subtracted from the total number of rolls.
6–4	**So-so:** No modifications.
8–7	**Pretty good:** The character may improve one additional skill per term, but the skill must be already known and authorized.
9	**Excellent:** The character may improve one additional skill per year, but the skill must be already known and authorized.
10	**Optimum:** For each year of service, the character may improve one additional skill, which could be unauthorized and/or not already known. A Grey's paradise.

Assignment, Grey Orions
≤ 05 Powerful, Mobile
06 - 11 Powerful, Estate
11 - 25 Starliner/Fleet
26 - 40 Big City, Powerful
41 - 55 Big City, Common
56 - 65 Small City
66 - 75 Entrepreneur
76 - 90 Busy Outpost
91 - 00 Lone Outpost

Assignment Modifiers

INT	90+	-30	Primary Skill	50+	-10
	80+	-20		80+	-20
	70+	-10	Improv Roll	9 - 0	-20
LUC	60+	-10	(from above)	1 - 2	+20
	≤30	+10			

CHARACTER AGING

Unlike other Orions, Greys begin to show signs of physical deterioration at the age of 40. For every 10 full years lived past 40, a player must subtract 1D10 from his character's STR, DEX, END, CHA, and INT scores. Genetically weakened at birth, Grey Orions also age more catastrophically than other Orions. After calculating the reduction in attributes, the player must make a Saving Roll against the highest attribute remaining to his character. If the roll fails, the character has reached such a state of decrepitude that he is in immediate danger of dying. For such a character, the player must make a Saving Roll against the END score every year; failure means that the character dies immediately. At the gamemaster's option, a particularly difficult physical effort (running uphill while carrying a load, going without a breather mask if the character's handicap calls for one) may require a Saving Roll against the END score with appropriate modifiers. Failure means death, perhaps preceded by a short coma or other warning.

GREEN SLAVE WOMAN GENERATION

When non-Orions use the expression "Green slave women", they are referring to what the Orions call *lodubyaln*—the sinuous, senuous, animal-like, half-naked creatures glimpsed at Orion entertainments. "Like women," some say, " but more so."

Lodubyaln are not a separate sub-species. Neither are they in any way genetically modified, surgically altered, or doped with Venus drugs. They are simply a highly trained caste of female slaves educated from earliest childhood to be dancers, singers, musicians, storytellers, and professional listeners that are a delight to look upon, paradise to hear, and a comfort to talk to. Theirs is the *only* loyalty that Orions buy and sell with perfect trust, and it is one of the pillars of their civilization.

Some *lodubyaln* spend their short working career (few remain past the age of 40) looking foward to the time when some dashing Green will purchase her contract and make her his wife. Some save up their tips and scarce side earnings and buy themselves out, returning to a more normal life. Some take what they have learned from their masters and use it to make themselves wealthy. By some standards, the *lodubyaln* are the lowest of all Orions—scarcely above the Greys. However, if a *lodubyal* wishes to take a chance, she may rise to become a businesswoman or the captain of a starship. All it takes is determination and a thirst for hard work.

TRAINING

Unlike other Orions, *lodubyaln* receive no Background Skills. At the age of five, they are placed in the care of senior or retired *lodubyal* for proper training. Most *lodubyaln* are the product of *fesin*—literally, "hutches", or training houses devoted entirely to the crafts of the life-contractor. Here they acquire the skills necessary for their work. As *lodubyaln* are apart from Orion society, they do not receive a socioeconomic class.

NOTE: LODUBYAIN INT-BASED SKILL CAP IS 84!

Appraisal	25
Arts, Dance	50
Arts, Instr[s][Tot]	30
Arts, Sing	30
Arts, Writing	20
Carousing	40
Cbt, Knife	25
Cbt, H-T-H	25
Gaming	20
Instruction	10
Negot/Diplo	30
Seduction	50
Streetwise	20
Trade & Comm	25

Bonus Skill Rolls

Take INT/10 rd [d10] applied to any skills listed.

Apply a similar amount of dice to any new skills.

Lodubyain are not Psionic. HOWEVER, they are known to have a trance-like effect on those whom their attentions are plied. The Target rolls PSI Vector with Lodubyain [Pv/3 rd] as a penalty. Lodubyain may make several [Seduction] attempts. Critical Fails may divulge secrets or similarly minor, yet bad scenarios for the Target -or Lodubyain failing the roll!

At the end of her training (which lasts for nine years), a *lodubyal* contracts out to her master's household. All things considered, the life of a *lodubyal* is not particularly horrible. Provided with all the necessities of life (and quite a few of the luxuries as well), she is concerned only with pleasing her contract-holder. She must keep herself attractive and healthy, perform at entertainments, and never hint that she has any sort of life apart from entertaining.

The hardest task any *lodubyal* must perform is to give her unswerving love, loyalty, and devotion to her contract-holder regardless of her personal feelings. This goes directly against Orion instinct for self-maximization. Luxury and self-indulgence is often not enough to keep a *lodubyal* in her work any longer than she must.

SKILL IMPROVEMENT

Unlike other Orion characters, *lodubyaln* have little choice over which skills they are going to learn. They also have little control over how long it takes to leave their career.

Roll 1D10 to determine the number of years the *lodubyal* character spends in service to one contract-holder. Repeat the process until the character has accumulated at least 21 years of service. For each term, the character rolls 1D10 and consults the table below. Under normal circumstances, a *lodubyal* improves one skill by 1D10 per year of service, but a good or a bad contract-holder can make a great deal of difference. There is no correlation between the wealth of a contract-holder and whether service under him is pleasant or onerous.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10)	Service
1	**Horrible:** During this term, the character loses three skill improvements from her total.
2	**Awful:** During this term, the character loses two skill improvements from her total.
3	**Unpleasant:** During this term, the character loses one skill improvement from her total.
4-6	**So-so:** No modifications.
7-8	**Pretty good:** During this term, the characters improves or gains *any* one extra skill.
9	**Excellent:** During this term, the character improves or gains *any* two extra skills.
0	**Superb:** For each year of service, the character improves or gains *any* two skills.

After 21 years of service, a *lodubyal* may buy her contract and either enter another field of endeavor, retreat peacefully into domestic life as wife and mother, or become supervisor of a *fesin*. The choice is purely voluntary.

Assignment, Lodubyain

Roll	Assignment
≤ 05	Powerful, Mobile
06 - 11	Powerful, Estate
11 - 25	Starliner/Fleet
26 - 40	Big City, Powerful
41 - 55	Big City, Common
56 - 65	Small City
66 - 75	Troupe/Perform
76 - 90	Busy Outpost
91 - 00	Lone Outpost

Assignment Modifiers

INT	70+	-10	Primary Skill	50+	-10
LUC	70+	-10		80+	-20
	≤35	+10	Improv Roll	9 - 0	-20
CHA	80+	-15		1 - 2	+20
	70+	-10			
	≤35	+10			

CONTRACT VALUE CALCULATIONS

At or after age 35, a *lodubyal* may purchase her own contract. At the end of her last term, the character must roll on the Contract Disposition Table below.

CONTRACT DISPOSITION TABLE

Die Roll (1D10)	Result
1 - 3	Contract holder dissolves contract. The character may stay in service to the end of the term or may leave at age 35. She does *not* have to purchase her contract.
4 - 7	Contract holder offers to sell the contract to the *lodubyal* at current market rates. The character may leave at 35 or stay to the end of the term.
8 - 0	Contract holder offers to sell the contract to the *lodubyal* at current market rates at the end of the term. The character must remain in service to the end of that time *or* pay a 25 percent penalty for early withdrawal.

Although the value of the contract varies according to the individual and her age, a contract's base value equals 3D10 + 4 multiplied by 1,000. Modify this number according to the Age/Value Multiplier Table below, multiplying the base value times the percentage shown.

AGE/VALUE MULTIPLIER TABLE

Age	Multiplier	Age	Multiplier
35	100%	43	110%
36	105%	44	105%
37	110%	45	100%
38	115%	46	95%
39	120%	47	90%
40	125%	48	85%
41	120%	49	80%
42	115%	50	75%

Few *lodubyaln* remain in service past the age of 50. At any rate, their contracts do not decrease in value past that point.

TRANSITION

Retired *lodubyaln* have three options: marriage (which effectively ends their character generation), freelancing as a *Lodubyal Ot* (or executive in charge of a group of *lodubyaln*), or career shift into an entirely different field.

A married character is presumed to have found the Green man of her dreams or someone like him, and has settled into peaceful domestic life. She may improve only one skill by 1D10 for every *two* years thereafter. Her husband may or may not allow her to go on into another career.

A freelancing character works as a supervisor or trainer of *lodubyaln*. She gains skills just as if she were still in service. In addition, though she must roll on the Modifiers to Skill Improvement Table, she may quit any job with Horrible conditions after a year on the job. The length of terms is determined normally, but she saves money at *twice* the rate of a *lodubyal*.

Lodubyaln who have retired, honorably or not, are not restricted in their choice of a second career. Their status as former slaves does not inhibit them. In fact, there is a mystique about retired *lodubyaln*; they have heard and seen so much that they cannot talk about, ever. It is not unusual for former masters of a *lodubyal* to fear her appearance in business or in space. Some even risk everything they possess to eliminate her and the danger she *might* represent.

A character who chooses to go into another career may do so just as if the character were a normal Green female, including any and all requisite entry rolls. Roll 1D100, divide by two, and round *up* to determine her socioeconomic class. While training in her new profession, the player character may not add skill ratings (earned in Basic Training or Specialty Training) to her skill ratings in previously learned skills (though she may add outside electives skill rating points to previously learned skills). She may only raise her skill ratings in such skills to the ratings listed on the training tables.

SAVINGS

In theory, a *lodubyal* goes through life without a single possession, not even her jewelry. In reality, however, connections, friends, and generous masters (and perhaps suitors) may provide her with a small nest egg of cash, precious metals, gemstones, and other small valuables. After all, how else can she buy her own contract or cope with free life?

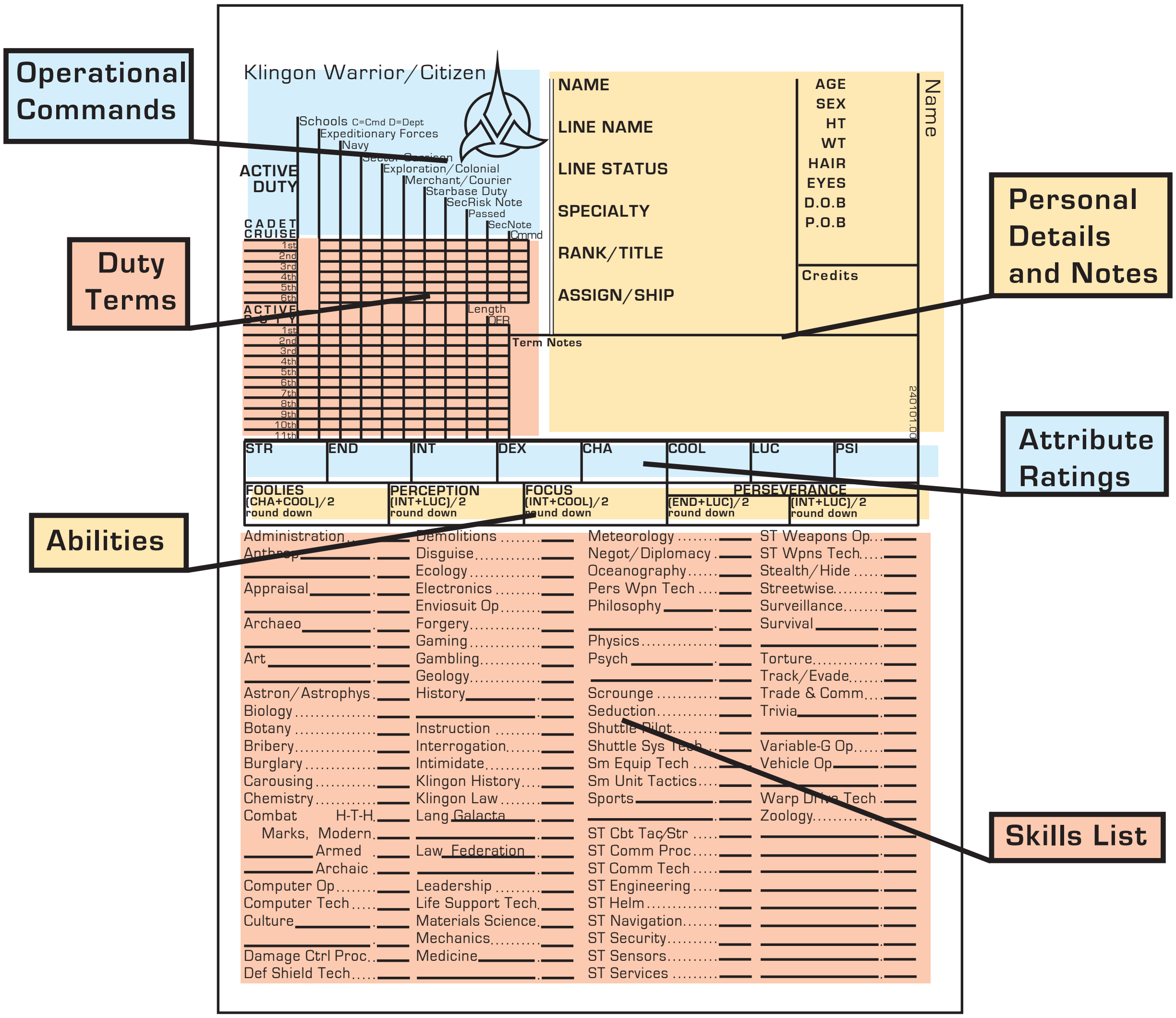
For each term of a *lodubyal's* service, roll 1D10, divide by two, and multiply by 1000 to calculate the amount of credits that the character has saved. It is hidden away until the time comes to purchase the contract. Usually it is enough; sometimes it is not.

Upon retirement, this nest egg stops growing; the character may use the remainder as she sees fit, but if she wants to save money she must go to work or depend on her husband, if any.

CHARACTER AGING

A *lodubyaln* ages like a normal Green Orion, with one difference. For every ten full years over her critical age of 60, reduce her CHA score by 2D10. Maintaining beauty has its cost, though it is postponed. Her CHA score may never fall below 20, should she live so long.

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.



Klingon Warrior/Citizen

Schools C=Cmd D=Dept
Expeditionary Forces
Navy
Sector Garrison
Exploration/Colonial
Merchant/Courier
Starbase Duty
SecRisk Note
Passed
SecNote
Cmmd

ACTIVE DUTY

CADET CRUISE
1st
2nd
3rd
4th
5th
6th

ACTIVE DUTY
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th
11th

Length
OER
Term Notes

NAME
LINE NAME
LINE STATUS
SPECIALTY
RANK/TITLE
ASSIGN/SHIP

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

Credits

Name

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STR
END
INT
DEX
CHA
COOL
LUC
PSI

FOOLIES (CHA+COOL)/2 round down
PERCEPTION (INT+LUC)/2 round down
FOCUS (INT+COOL)/2 round down
PERSEVERANCE
(END+LUC)/2 round down
(INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat H-T-H
Marks, Modern
Armed
Archaic
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech
Demolitions
Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
History
Instruction
Interrogation
Intimidate
Klingon History
Klingon Law
Lang Galacta
Law Federation
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Meteorology
Negot/Diplomacy
Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cbt Tac/Str
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Services
ST Weapons Op
ST Wpns Tech
Stealth/Hide
Streetwise
Surveillance
Survival
Torture
Track/Evade
Trade & Comm
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic Klingon Character Sheet

More options in Supplement S13: Adversary Character Sheets

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Klingon Warrior

ACTIVE DUTY

	Schools C=Cmd D=Dept	Expeditionary Forces	Navy	Sector Garrison	Exploration/Colonial	Merchant/Courier	Starbase Duty	SecRisk Note	Passed	SecNote	Cmmd
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											

	Schools	Expeditionary Forces	Navy	Sector Garrison	Exploration/Colonial	Merchant/Courier	Starbase Duty	SecRisk Note	Length	OER
ACTIVE DUTY										
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										
11th										

NAME

LINE NAME

LINE STATUS

SPECIALTY

RANK/TITLE

ASSIGN/SHIP

AGE
SEX
HT
WT
HAIR
EYES
D.O.B
P.O.B

Credits

Term Notes

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Name

STR	**END**	**INT**	**DEX**	**CHA**	**COOL**	**LUC**	**PSI**

FOOLIES	**PERCEPTION**	**FOCUS**	**PERSEVERANCE**	
(CHA+COOL)/2 round down	**(INT+LUC)/2 round down**	**(INT+COOL)/2 round down**	**(END+LUC)/2 round down**	**(INT+LUC)/2 round down**

Administration ....____
Anthrop________ .____
________________ .____
Appraisal________ .____
________________ .____
Archaeo________ .____
________________ .____
Art________ .____
________________ .____
Astron/Astrophys .____
Biology ....____
Botany ....____
Bribery ....____
Burglary ....____
Carousing ....____
Chemistry ....____
Combat H-T-H.____
Marks, Modern.____
________ Armed .____
________ Archaic .____
Computer Op........____
Computer Tech .....____
Culture________ .____
________________ .____
Damage Ctrl Proc..____
Def Shield Tech.....____

Demolitions ....____
Disguise........____
Ecology........____
Electronics ....____
Enviosuit Op........____
Forgery........____
Gaming........____
Gambling........____
Geology........____
History________ .____
________________ .____
Instruction ....____
Interrogation.......____
Intimidate........____
Klingon History....____
Klingon Law ....____
Lang Galacta .____
________________ .____
Law Federation .____
________________ .____
Leadership ....____
Life Support Tech.____
Materials Science.____
Mechanics........____
Medicine________ .____
________________ .____

Meteorology ....____
Negot/Diplomacy .____
Oceanography......____
Pers Wpn Tech ....____
Philosophy________ .____
________________ .____
Physics........____
Psych________ .____
________________ .____
Scrounge ....____
Seduction........____
Shuttle Pilot........____
Shuttle Sys Tech...____
Sm Equip Tech .....____
Sm Unit Tactics....____
Sports________ .____
________________ .____
ST Cbt Tac/Str .....____
ST Comm Proc.....____
ST Comm Tech .....____
ST Engineering .....____
ST Helm........____
ST Navigation.......____
ST Security........____
ST Sensors........____
ST Services ....____

ST Weapons Op...____
ST Wpns Tech.....____
Stealth/Hide ......____
Streetwise........____
Surveillance........____
Survival________ .____
________________ .____
Torture........____
Track/Evade.......____
Trade & Comm....____
Trivia________ .____
________________ .____
Variable-G Op......____
Vehicle Op________ .____
________________ .____
Warp Drive Tech .____
Zoology........____
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Players may choose linenames for their characters. There are many, many lines, but it would not be uncommon for more than one Klingon on a ship to be a member of the same line. Most line obligations go up-rank, not down. Therefore, even a line-brother would not presume upon line affiliation too much. One would not betray a line-brother — unless of course by doing so one could attain such power as to stave off retaliation by other family members. Generally, the safest way of improving one's status within the line is to outlive those with more status.

Characters start with linename prefixes appropriate to their position and status, as determined by the gamemaster using the above notes as guidelines. A player character may earn a more exalted name-prefix as a result of activities during the game. Generally, such improvement of status would come as the result of a general history of accomplishment, rather than for one or two especially noteworthy actions.

There are certain advantages for a young Klingon if he/she is born into (or, in rare cases, adopted into) a prominent and/or powerful line. It is best if line affiliations are worked out by gamemasters and players in advance, using the background material on lines provided above. If desired, however, the following table can be used to determine if a player character will be from an important line. Roll 1D10 on the following table for line affiliation information.

D10 ROLL	LINE AFFILIATION REMARKS
1	Character is of a line that is in disfavor with the Emperor or other powerful figure. 10 point penalty to all rolls for assignment, graduation, etc. during character creation procedure, and to all Administration, Bribery or CHA rolls when dealing with Klingons of other lines.
2 - 3	Character is of an undistinguished and somewhat disreputable line. 5 point penalty during character creation only.
4 -7	Character is of an established but not especially notable line. No modifiers applied.
8 - 9	Character is of a known and well-thought-of line. 5 point bonus as above during character creation only.
0	Character is of a powerful and wealthy line. 10 point bonus as above during character creation and campaign play.

Penalties and bonuses assessed because of line affiliation are in addition to those listed as die modifiers in charts that follow. Gamemasters are, of course, free to modify these changes as desired to reflect personal preference, game situations, etc. Also, gamemasters may wish to use line affiliation as an adventure springboard, especially in the case of line founders, disreputable lines, and powerful lines.

KLINGON CHARACTER GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**.
For **LUC** and **PSI**, roll straight percentiles (d%).
Apply the appropriate Modifiers below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
	+10	+05	-	-	-20	-10	-40	-50

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
	109	104	99	99	79	89	60	50

CONDITIONAL BONUS POINTS
Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att. may rise above Species Max.
3. PSI may not be modified.

characters thus created are the best individuals the Klingon Imperial Fleet has to offer — the weak of mind and body simply don't survive the screening process.

Those who are not up to the stringent warrior standards of the Empire never reach the Academy. Klingon defectives are destoyed at birth, or as early as defects which would make them a burden to the Empire are detected. Most of those who survive are not intelligent, strong or fast enough to make good leaders. These are funnelled into other forms of military service. The unfortunates who are not suited for any military duty are trained as farmers, tradesmen, or other jobs marking them as second-class citizens.

A few Klingon women, surprisingly enough, DO attend the Academy if they meet the standards. The Empire does not believe in wasting resources, and sees talented women as such. Women, however, are not trained in the important areas of leadership, but are restricted to the sciences, medicine, engineering and communications.

Editor's note: 'Blame' belongs with Klingon society. I would only add that it's not like TNG's Lersa or Bator demonstrate a 'better' example of personal dignity, honor or character. -Fight the power!

KLINGON PRE-ACADEMY SKILLS

For each point of INT/10 rd, gain 1d10 skill rolls on each table below.
Ex. INT 79 = 7 rolls each table. INT 80 = 8 rolls each table.

Personal	Education	Martial Skills
Administration	Astronomy/Astrophysics	Cbt, Modern
Arts, The (s)	Botany	Cbt, Archaic
Arts, The (instrument)	Computer Operation	Cbt, H-T-H
Arts, The (vocal)	Geology	Cbt, armed (s)
Bribery	Medicine (Klingon)	Small Unit Tactics
Carousing	Chemistry	
Gaming	Physics	
Instruction	Psychology (Klingon)	
Languages (s)	Vehicle Op (air)	
Leadership	Vehicle Op (ground)	
Survival (s)	Vehicle Op (water)	
Streetwise	Zoology	
Trivia (s)		

Add the Academy Skills below and your specialty branch from the next page. After that, it's on to your Cadet Cruise.

ACADEMY

Admin	10	Klingon History	10	Cbt, Modern	30
Astron/Astro	10	Klingon Law	10	Cbt, (Armed)(s)	20
Computer Op	10	Language (Galacta)	10	Cbt, H-T-H	30
Interrogation	10	Language (Any)	10		

COMMAND SCHOOL

Characters who are to be department heads or top command personnel are required to attend Command School for two years following their cadet cruise. During this time, they are indoctrinated and educated further in the skills that are important to a Klingon military leader. Only ship captains, first officers, and those preparing for department head positions in engineering, security, combat troops, navigation/helm, or weapons/defense attend Command School. At this time, the young officers are watched closely by Security.

At Command School, a character receives the following skill points automatically:

Administration (25)
Interrogation (20)
Klingon Law (20)
Federation Law (10)
Leadership (30)
Starship Combat Tactics/Strategy (20)
Starship Security (20)

Graduates of Command School are automatically raised one grade in rank at the end of the two-year period.

Specialist Training

INTELLIGENCE

Admin	30
Carousing	20
Cbt, H-T-H	20
Cbt, Mod	20
Gaming	10
Interrog	25
KL Law	20
Leadership	20
SmUnit Tac	20
Psych, Kling	25
Surveillance	25
Stealth/Hide	20
Track/Evade	20

SOLDIER

Cbt, H-T-H	30
Cbt, Mod	30
Cbt, Arm (s)	20
Cbt, Arch (s)	10
Enviosuit Op	25
Gaming	10
Interrog	10
Leadership	15
PrsWpnTch	10
Survival (s)	20
SmUnit Tac	20
Veh Op (s)	20
Vari-G Op	30

SECURITY

Bribery	20
Cbt H-T-H	20
Cbt, Mod	20
Gaming	10
Interrog	15
Klingon Law	10
Negot/Diplo	10
PrsWpnTch	10
Psych, Klng	10
Shuttle Pilot	20
SmUnit Tac	20
ST Security	30
Surveillance	20
Vari-G Op	10

PILOT

Astron/Astro	25
Comp Op	10
Comp Tech	10
Electronics	10
Physics	10
Shuttle Pilot	25
ST Helm	40
ST Nav	40
ST Sensors	20
WarpDrTch	10

ENGINEER

Comp Tech	10
Demisheath	15
Electronics	10
Life SupTech	10
Mechanics	20
P.WpnTech	20
Physics	10
ST WpnTech	20
ST ENG	30
Transp Op	10
Transp Tech	20
WarpDrTc	25

WPNS/DEF

Astron/Astr	10
Comp Op	10
Comp Tech	10
DefShldTech	20
Electronics	15
Physics	10
ST Wpn Op	30
ST Wpn Tch	30
ST Sensors	20
Transp Op	20

SCIENTIST

Admin	15
Astron/Astr	20
Comp Op	10
Enviosuit Op	10
ST Sensors	20
Any Sci-related skills, (total)	100

Min. 3 skills must be min. 10pts each

DOCTOR

Admin	10
Biology	10
Botany	10
EnviosuitOp	10
LifeSpTech	10
Med, Kling	40
Med, (s)	20
Psych, Kling	20
ST Sensors	20

SIGNALS

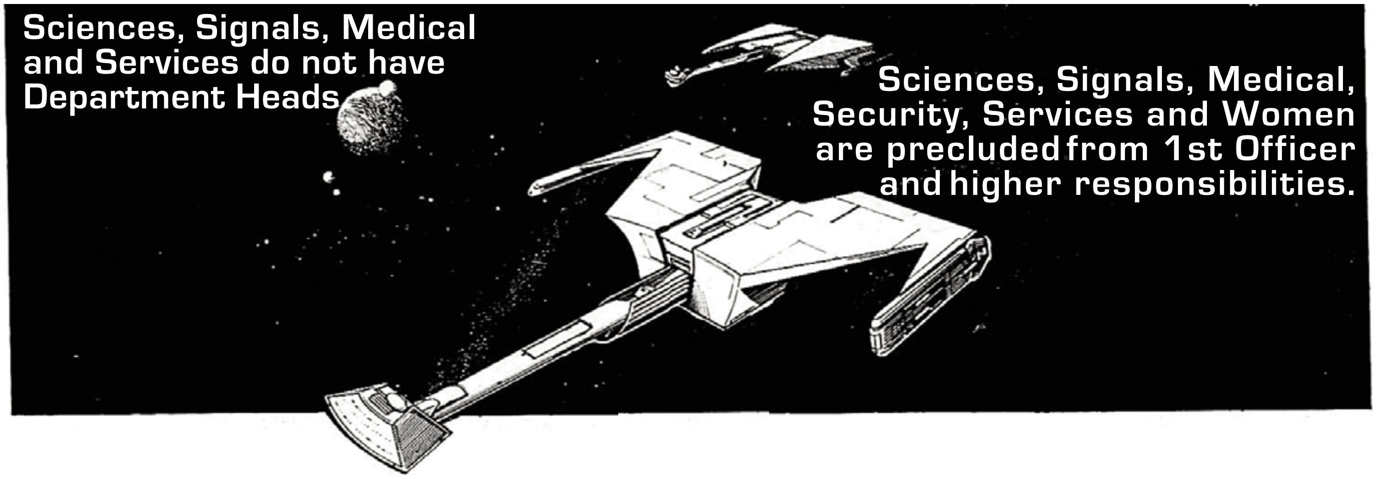
Comp Op	10
Comp Tech	10
Electronics	10
Lang, Galacta	20
Lang (s)	10
Physics	20
SmEqTech	10
ST Cmm Prc	30
ST CmmTch	30

SERVICES

Admin	20
Bribery	15
D.C. Proc	25
Klingon Law	15
Lang (s)	10
ST Services	40

Bonus Rolls

All characters take 10d10 skill rolls in any combination of specialty skills plus one bonus roll per 10 pts above INT 50.



Sciences, Signals, Medical and Services do not have Department Heads

Sciences, Signals, Medical, Security, Services and Women are precluded from 1st Officer and higher responsibilities.

CADET CRUISE

Upon completing training and indoctrination at the Imperial Star Academy, the candidate is sent on a one-year assignment in space, where his performance is carefully monitored by his superior officers and by agents of Klingon Imperial Security acting for the

Each time a candidate fails a cadet cruise results roll, he/she must attempt a standard saving roll against the character's CHA score. If the roll is successful, no permanent blot appears on the character's record. If the roll fails, however, the character has a PERMANENT security risk notation on his/her record. Each note of this type applies a 10-point penalty against ALL saving rolls on Administration, CHA, and Bribery when dealing with the Klingon government or superior officers. Too many such marks can permanently cripple a character's ability to increase in rank, get good assignments, etc.

Bribery can play an important part in a character's advancement, if the character is good at it. A character with a low Bribery skill level, however, might be better off to wait until it can be raised, as bribery within the advancement structure can be dangerous to the uninitiated's standing. See the list of modifiers for each step for specific bribery procedures.

...). If a character fails more than 3 or 4 cruises, and gets several security risk notations, the player and gamemaster may agree to scrap the character (keeping the records for use as a non-player later, perhaps) and start again. This is recommended to keep player characters from starting out with "one foot in the (political) grave," as it were.

Follow the procedure below for determining the results of cadet cruises:

CADET CRUISE ASSIGNMENT

Roll percentile dice against the following table, applying die modifiers as applicable below, to determine in what type of assignment the character will serve for the cadet cruise.

ROLL	ASSIGN
≤ 25	Expeditionary Forces
26 - 40	Imperial Navy
41 - 65	Garrison
66 - 80	Exploration/Colonial
81+	Merchant/Courier

DIE MODIFIERS

-10	LUC 40+
-05	LUC 35 - 39
+05	LUC <25
-10	INT 70+
-05	INT 60 - 69
+10	FAILED LAST CRUISE

Bribery attempt (save on Bribery skill) allowed if desired, AFTER assignment roll is made. Successful bribe moves character up one step on assignment table (and adds 5 to Bribery skill level). Unsuccessful attempt moves character down one step (and adds 2 to Bribery skill level anyway...).

Your cruise success lies upon three paths.

First: Make a straight roll against the success table with the proscribed modifiers.

Second: Make an Admin roll. If successful apply the -10 die modifier. Failure secures a +10 to the table.

Third: Make a bribery roll per the following.

A bribery attempt may be made BEFORE rolling results, at the player's option. A successful bribe means the character AUTOMATICALLY passes the cruise (but without any chance for special commendations), and gains 5 points on the Bribery skill level. A bribery attempt that FAILS, however, means the candidate AUTOMATICALLY fails the cruise and AUTOMATICALLY receives a security risk notation. (A failed bribery attempt still adds 2 to the Bribery skill level...)

A character who receives a security risk notation suffers a PERMANENT penalty of 10 points to all saving rolls against the Bribery and Administration skills, or against the CHA attribute, when such rolls are made in dealings with the Klingon government or Klingon superior officers having access to the character's file.

This penalty is cumulative, adding 10 points to the penalty per risk notation. Security risk notations may be wiped out at some future time by the gamemaster if the character involved has an exemplary service record or performs some special service to the Empire. They are also removed if the character finishes the cruise procedure with an Imperial Commendation or a favorable security notation.

Roll percentile dice and apply the modifiers as below to discover the results of the character's cadet cruise.

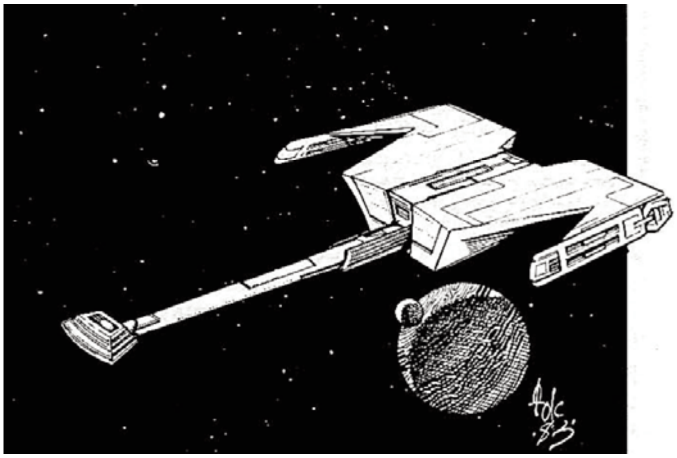
ROLL	ASSIGN
≤ 05	Passed, Imperial Commendation Promoted 1 Grade, -20 on 1st Term Assign roll
06 - 15	Passed, Favorable Security Note -10 on 1st Term Assign roll
16 - 60	Passed
61+	FAILED! CHA save vs. permanent security risk notation

DIE MODIFIERS

-20	Expeditionary Forces
-15	Imperial Navy
-10	Garrison
+10	Colonial
+20	Merchant Navy
-10	LUC 40+
-05	LUC 35 - 39
+05	LUC <20
-10	Subsequent Cruise
-10	Successful Admin roll
+10	Failed Admin roll

CADET CRUISE SKILL ROLLS

Cruise	Bonus Skill Rolls (new or old)
1	5d10, (5d10)
2	9d10, (+4d10)
3	12d10 (+3d10)
4	14d10 (+2d10)
5	15d10 (+1d10)
6	15d10 (+0d10)



TERMS SERVED

Roll 1D10, subtract 1, and divide by two (round down — minimum roll allowed is 1). Add and/or subtract the following modifiers to determine the number of terms served.

Character preparing to command a ship (Ship Captain or First Officer)	+2 terms
Character preparing to be a dept. head	+1 term
LUC 40+	-1 term
LUC 20 or less	+1 term
Favored Line	**-1 Term**
Disfavored Line	**+1 Term**
Character enters campaign as an Ensign	-1 term
Lt. J.G. or Lt.	no modifier
Lt. Cmdr. or Cmdr.	+2 term
Ship Captain	+3 terms
Admiral or above	+4 terms
Character enters campaign as dept. head or command personnel on ship of the Imperial Klingon Expeditionary Forces	+1 term

ASSIGNMENT TABLE

Imperial Klingon Expeditionary Forces	10 or less
Imperial Navy	11-30
Sector Naval Garrison	31-50
Exploration/Colonization Fleet	51-70
Merchant/Courier Fleet	71-85
Imperial Starbase duty	86-00

DIE MODIFIERS

INT 70+	-10
INT 60-69	-5
LUC 40+	-10
LUC 20 or less	+5
Graduated with Imperial Commendation (first assignment only)	-20
Graduated with favorable security notation (first assignment only)	-10

TERM LENGTH AND ASSIGNMENT

Each "term" served is on a different ship or in a different location. Young Klingon officers are kept moving around a lot, partly to give them a variety of experience and partly to prevent them from developing a strong organization of their own anywhere. Thus, the term length for young officers is from 1 to 4 years (as opposed to 1 to 5 years for Federation personnel). The following tables will allow the player to determine what type of assignment the character had for each term, and how long he/she stayed on that assignment.

(1d10-1)/2 rd = Terms Served
(Min = 1)

Roll 1D10, subtract 1, and divide by two (round down — minimum result is 1) to determine the length in years of each term of service. Then, roll on the following table to determine where the term was served.

SERVICE SKILL ROLLS

Add up the number of years of service from all terms (not including Academy, cadet cruises, or Command School) to determine the number of years spent in service. The character gains 1 skill roll (1D10) per one year spent in service, with the following additions:

INT 70+	2 extra rolls
INT 60-69	1 extra roll
LUC 40+	1 extra roll
per 2 yrs. service Exp. Forces	1 extra roll
per yr. Imperial Starbase duty	1 extra roll Streetwise or Gaming
per addl. cadet cruise beyond 1st	1 extra roll Streetwise, Gaming, or Carousing

The character is now ready to enter the adventure campaign. Record the character information on a character record sheet.

CHARACTER AGING

For each 10 full years a character has lived beyond the critical age, roll 1D10 for each of the STR, END and DEX attributes and reduce that atttribute by the rolled amount. The year-by-year aging LUC saving roll may be made by players as detailed in the main book once the campaign has begun.

Critical age 45

RANKS, POSITIONS, AND TITLES IN THE EMPIRE

Refer to **Book 5: Memory Bank Omega** for a complete discussion of Imperial ranks, positions, titles and all other societal information the Klingon needs to get by in today's crazy galaxy.

ENLISTED AND CITIZEN VARIANTS

Klingon Ratings

Attributes 3d10+30, No Re-rolls
Roll "Pre-Academy" skills normally.
Take "Boot Camp" Skills of:

Admin	05
Comp Op	05
Lang Galact	10
Cbt Mod	15
Cbt H-T-H	15

Choose an Officer Specialty and add those skills as either half skills at full points or half points for all skills.

Roll Terms and tally up your final skills per Klingon Officer.

You are ready to go!

Klingon Citizens

Attributes: 3d10+20. No Re-rolls
Roll "Pre-Academy" skills normally.
Take Basic Skills of:

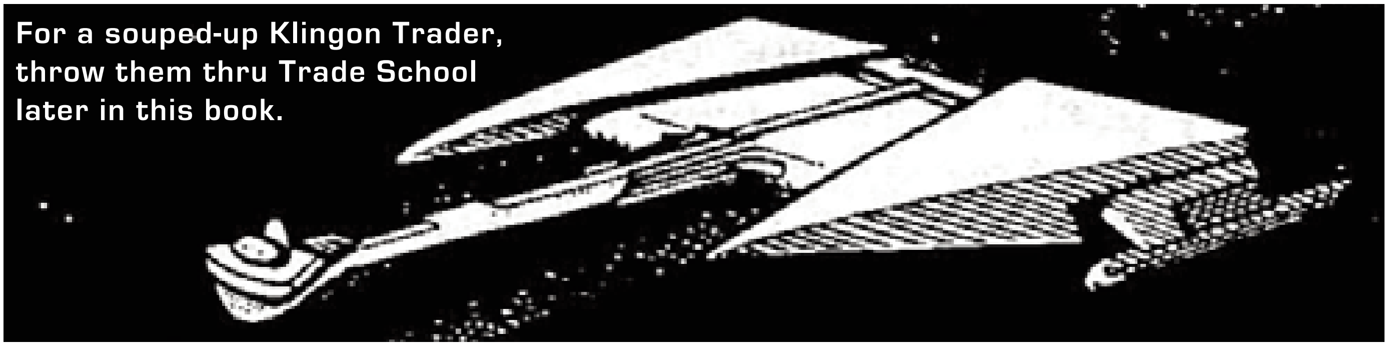
Admin	10
Comp Op	20
Cbt Mod	10
Cbt H-T-H	10

Choose a profession. Some common professions are Farmer, Shopkeep, Laborer, etc.

Add 2yrs and take 100pts in a specialty training (No INT bonus rolls) from a pool of skills you devise with your GM.

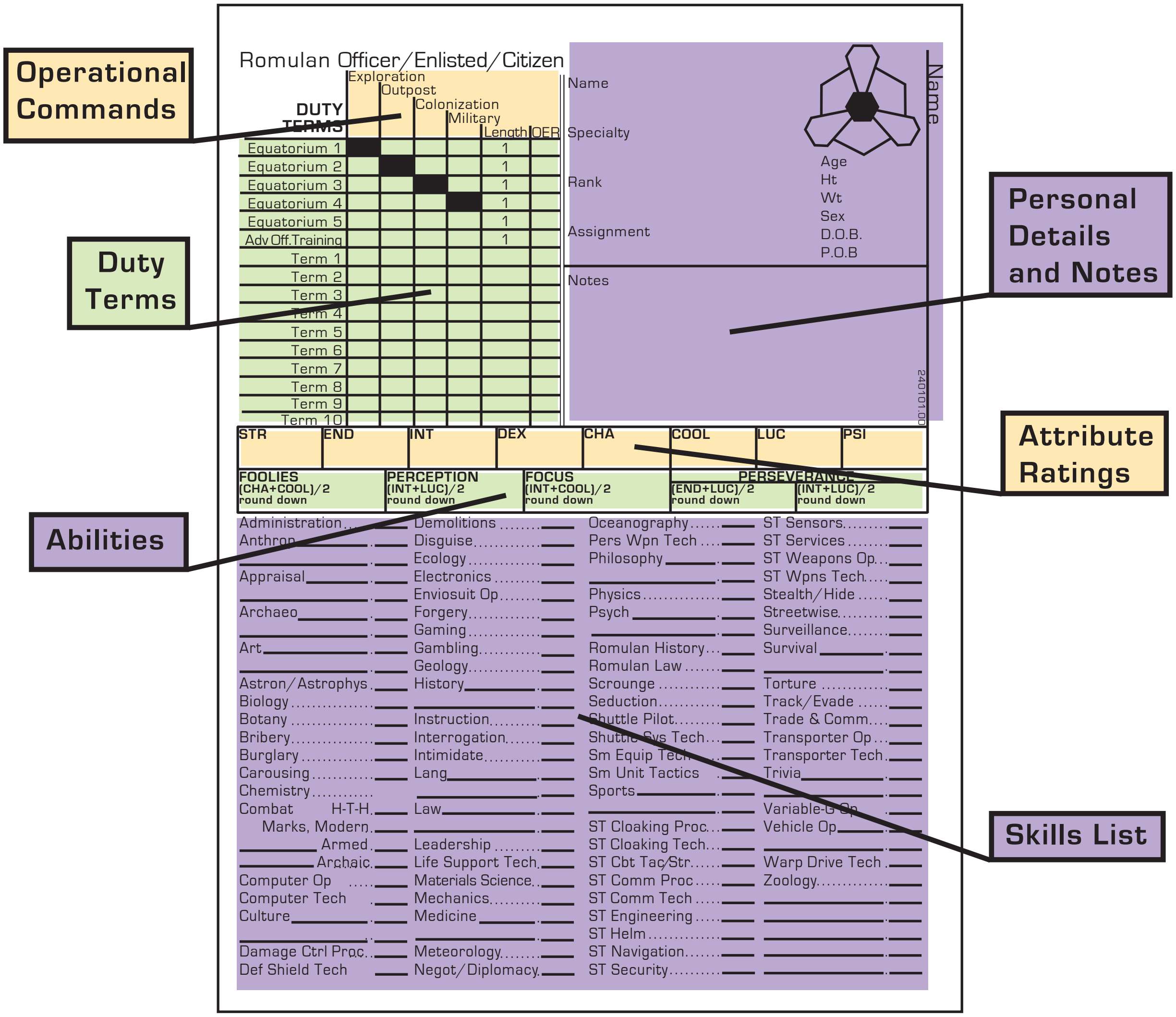
Roll 1d10/3 Terms and 1d10 for each. These years represent time at each job. You are likely to stay local to your town of birth. Maybe an exceptional Klingon gets to move around between planets. Military dictatorships tend to treat internal travel with suspicion and high restrictions.

Tally up your final skill count per Officers.
You are ready to go!



For a souped-up Klingon Trader, throw them thru Trade School later in this book.

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.


Operational Commands
Duty Terms
Personal Details and Notes
Attribute Ratings
Abilities
Skills List

Romulan Officer/Enlisted/Citizen

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1	■				1	
Equatorium 2		■			1	
Equatorium 3			■		1	
Equatorium 4				■	1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

Name
Specialty
Rank
Assignment

Age
Ht
Wt
Sex
D.O.B.
P.O.B

Notes

Name

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STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	PERSEVERANCE (INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Art
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Carousing
Chemistry
Combat H-T-H
Marks, Modern
Armed
Archaic
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech

Demolitions
Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
History
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Meteorology
Negot/Diplomacy

Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Romulan History
Romulan Law
Scrounge
Seduction
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cloaking Proc
ST Cloaking Tech
ST Cbt Tac/Str
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security

ST Sensors
ST Services
ST Weapons Op
ST Wpns Tech
Stealth/Hide
Streetwise
Surveillance
Survival
Torture
Track/Evade
Trade & Comm
Transporter Op
Transporter Tech
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic Romulan Character Sheet

More options in Supplement S13: Adversary Character Sheets

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

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Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Romulan Officer/Enlisted

Name

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1	■				1	
Equatorium 2		■			1	
Equatorium 3			■		1	
Equatorium 4				■	1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

Name

Specialty

Rank

Assignment

Age
Ht
Wt
Sex
D.O.B.
P.O.B

Notes

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STR	**END**	**INT**	**DEX**	**CHA**	**COOL**	**LUC**	**PSI**

FOOLIES (CHA+COOL)/2 round down	**PERCEPTION** (INT+LUC)/2 round down	**FOCUS** (INT+COOL)/2 round down	**PERSEVERANCE** (END+LUC)/2 round down	**PERSEVERANCE** (INT+LUC)/2 round down

Administration ...... ____
Anthrop ________ . ____
________ . ____
Appraisal ________ . ____
________ . ____
Archaeo ________ . ____
________ . ____
Art ________ . ____
________ . ____
Astron/Astrophys . ____
Biology .... ____
Botany .... ____
Bribery .... ____
Burglary .... ____
Carousing .... ____
Chemistry .... ____
Combat H-T-H. ____
Marks, Modern ____
________ Armed. ____
________ Archaic. ____
Computer Op .... ____
Computer Tech ..... ____
Culture ________ . ____
________ . ____
Damage Ctrl Proc.. ____
Def Shield Tech ..... ____

Demolitions .... ____
Disguise .... ____
Ecology .... ____
Electronics .... ____
Enviosuit Op .... ____
Forgery .... ____
Gaming .... ____
Gambling .... ____
Geology .... ____
History ________ . ____
________ . ____
Instruction .... ____
Interrogation .... ____
Intimidate .... ____
Lang ________ . ____
________ . ____
Law ________ . ____
________ . ____
Leadership .... ____
Life Support Tech. ____
Materials Science.. ____
Mechanics .... ____
Medicine ________ . ____
________ . ____
Meteorology .... ____
Negot/Diplomacy. ____

Oceanography ...... ____
Pers Wpn Tech .... ____
Philosophy ________ . ____
________ . ____
Physics .... ____
Psych ________ . ____
________ . ____
Romulan History ... ____
Romulan Law .... ____
Scrounge .... ____
Seduction .... ____
Shuttle Pilot .... ____
Shuttle Sys Tech... ____
Sm Equip Tech .... ____
Sm Unit Tactics . ____
Sports ________ . ____
________ . ____
ST Cloaking Proc... ____
ST Cloaking Tech... ____
ST Cbt Tac/Str...... ____
ST Comm Proc ..... ____
ST Comm Tech ..... ____
ST Engineering ..... ____
ST Helm .... ____
ST Navigation .... ____
ST Security .... ____

ST Sensors .... ____
ST Services .... ____
ST Weapons Op... ____
ST Wpns Tech ..... ____
Stealth/Hide ...... ____
Streetwise .... ____
Surveillance .... ____
Survival ________ . ____
________ . ____
Torture .... ____
Track/Evade ...... ____
Trade & Comm.... ____
Transporter Op ... ____
Transporter Tech. ____
Trivia ________ . ____
________ . ____
Variable-G Op . ____
Vehicle Op ________ . ____
________ . ____
Warp Drive Tech . ____
Zoology .... ____
________ . ____
________ . ____
________ . ____
________ . ____
________ . ____

Romulan Officer Generation

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**. (Max **Cool** = 99) For **LUC** and **PSI**, roll straight percentiles (d%). Apply the appropriate Modifiers below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
	+10	+10	-	*	-	+10	-10	-20

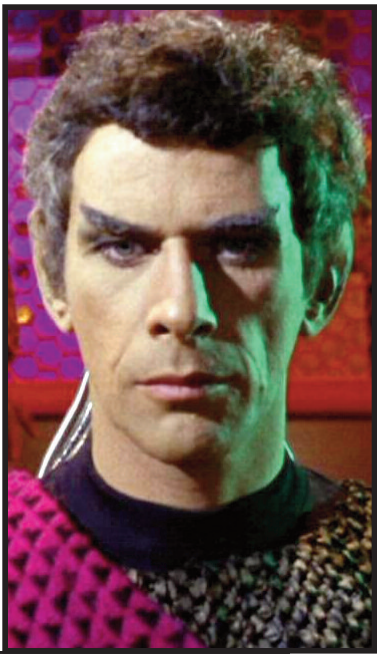
Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
	109	109	99	99*	99	99	90	80

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att may rise above Species Max.
3. PSI may not be modified.

* FASA allowed for a DEX +05 modifier. I am unable to rationalize that from the show. GM Discretion prevails.



ROMULAN PHYSIOLOGY REPORT

Romulans are remarkably similar to Vulcans with only minor differences such as body temperature and various other biochemical indicators.

Romulans are about as strong and hardy as their Vulcan cousins. While Romulans are less cool under pressure and less psionically apt than Vulcans, they are a dash more lucky in life.

Wound Heal Rate
END/20 rd per day rest

Fatigue Heal
End/10 rd per 30 min rest

Critical Age 70
Starting Age 26+ Terms-

Action Points (standard)
(Dex/10 rd + 4)

Now an option for Vulcans at GM Discretion, these rules change the point at which Romulans roll for unconsciousness. The Unconsciousness Saves themselves remain unaffected by this table.

First UNC save at END 1/2 occurs at:
UNC SAVE = ((END/2)rd) - (END/10) rd))

Second UNC save at END 1/4 occurs at:
UNC SAVE = ((END/4)rd) - (END/10) rd))

Auto-wash occurs at
UNC LVL = ((END/10)rd) - ((END/20) ru)

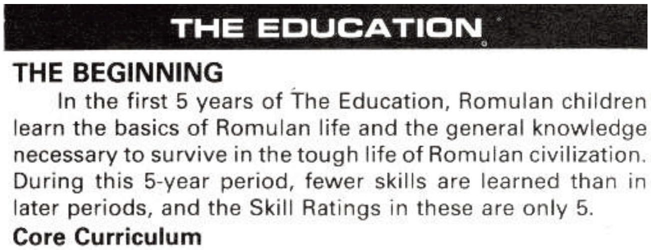
(In all cases, rounding down if applicable)

Examples:

First:
END 83 = 41 - 8 = 33, not 41.
Save at full END Rating (83)

Second
END 100 = 25 -10 = 15, not 25
Save at half END Rating (50)

Final
END 70 = 7 - 4 = UNC Level 3, not 7
It would now be logical to smoke them if one has them for there is some time to pass. Bring back a sandwich and chips for the GM while at you're it. Or call for some pizza, maybe. Y'all wanna split some 'Za? Shrooms, anyone?



THE EDUCATION

THE BEGINNING

In the first 5 years of The Education, Romulan children learn the basics of Romulan life and the general knowledge necessary to survive in the tough life of Romulan civilization. During this 5-year period, fewer skills are learned than in later periods, and the Skill Ratings in these are only 5.

Core Curriculum

Cbt, Dueling Stick	05	Life Sup Tech	10
Cbt, H-T-H	05	Romulan History	05
Cbt, Marks Mod	05	SmEqSysTech	05
Dmg Ctrl Proc	10	Sports (s)	05

During this period of time, the character also gains 2 skills chosen from the Beginning Electives list below. These skills may not duplicate the skills above, but a different specialty may be gained in one of the broad categories. The Skill Rating in each beginning elective is 5 points.

- Astron/Astro
- Cbt, (s)
- Lang, (s)
- Leadership
- Science (s)*
- ST Comm Op
- Survival (s)
- Sports(s)

* Player may choose up to two different Sciences. Any whatsoever from Astron/Astro to Zoology and every science in between. Inc. Physics, Electronics, Mechanics, (but not a specialty "Tech" skill such as Warp Drive Tech, ST Comm Tech, etc

THE BROADENING

During the second 5-year period of learning from age 11-15, you will choose one of five specializations, each with a further subspecialty. Choose yours and add the appropriate skill totals.

SPECIALTY FIELDS

OPERATIONS	MILITARY	SUPPORT	SCIENCES	HERBERT
Helm/Nav	Security	Comm	Sciences	Business
Weapons	Ground	Propulsion	Medical	Law
		Sm. Equip	Specialist	Diplomacy
		Systems		

Focused Degree
All Speciality Fields add 10 points to two skills already known. Add 6 months of time.

Advanced Training
Additionally, Any three skills can be increased by 1d10 each for an additional six months.

OPERATIONS

Helm/Navigation

Astron/Astro	10
DefShield Tech	10
ST Cbt Tac/Str	10
ST Helm	20
ST Navigation	20
ST Sensors	05

Weapons

Astron/Astro	10
Physics	10
ST Cloaking Proc	10
ST Cbt Tac/Str	20
ST Sensors	05
ST Weapons Op	20

MILITARY

Security

Cbt, Marks Mod	10
Cbt, H-T-H	10
Pers Wpn Tech	15
ST Security	20
SM Unit Tactics	10
Romulan Law	10

Ground Forces

Cbt, Marks Mod	20
Cbt, Arm (s)	10
Cbt, H-T-H	10
Pers Wpn Tech	10
SmEqSysTech	05
Sm Unit Tactics	20

SUPPORT

Communications

Admin	10
Computer Op	10
Dmg Ctrl Proc	10
Lang, Cypher	10
ST Comm Op	20
ST Comm Tech	15

Propulsion and Power

Computer Op	10
Mechanics	10
SmEqSysTech	05
ST Engineering	20
ShuttleSys Tech	10
WarpDriveTech	20

Systems

ST Cloaking Tech	10
Computer Op	10
Computer Tech	10
Def Shield Tech	10
LifeSupTech	10
SmEqSysTech	05
ST Weapon Tech	10
TranspSys Tech	10

Small Equipment

Computer Op	10
Electronics	20
Pers Wpn Tech	10
SmEqSysTech	25
ShuttleSysTech	10

SCIENCES

Medical

Admin	10
Computer Op	05
Biology	10
Botany	10
Medicine, Romulan	20
Psych, Romulan	10
Any 3 Sci, each at	10

Databanks

Admin	05
Computer Op	20
Computer Tech	30
Electronics	10
ST Sensors	10

Specialist

Admin	05
Comp Op	10
Primary Sci, 2 at	20
Secondary, 2 at	10
ST Sensors	10

HERBERT

Business

Admin	15
Appraisal	15
Comp Op	10
Leadership	10
Negot/Diplo	10
Trade and Comm	15

Law

Admin	10
Interrogation	10
Leadership	10
Negot/Diplo	15
Romulan History	10
Romulan Law	20

Diplomat

Admin	10
Carousing	05
Culture, Romulan	10
Culture (s)	10
Lang, (s) Two at:	10
Negot/Diplo	20

THE CURRICULUM

The last five years, age 16 - 20, takes all that is learned to date, polishes it up for Service to the Praetor, while elevating the best to greater roles.

THE COMRADERY

Admin	15	Instruction	10
Cbt, H-T-H	10	Leadership	10
Cbt, Marks Mod	10	Negot/Diplo	10
Dmg Ctrl Proc	10	Romulan History	10
EnvioSuit Op	10	Romulan Law	10
Gaming	10	Vari-G Op	10

INT 70+, Officer / INT ≤69, N.C.O.

Officer: Add 10d10 + 1d10 per 10pts INT50+ to your Specialty Field Skills. Add 10d10 Bonus Rolls to Any Skills, new or old, except Specialty Field.

N.C.O.: Roll 5d10 on any of Specialty Field skills. 5d10 Bonus Rolls to Any Skills. Skip **The Great Duty** and go straight to **Tours Served** as an Equatorium.

THE GREAT DUTY

During this compulsory 5-year tour of service, the student holds the rank of Equatoriam, the Navy's lowest rank. The student will be taught and tested for one year each in the Military Division, the Colonization Division, the Outpost Division, and the Exploration Division. The fifth and final year will be served in whichever division the student worked the best.

OFFICER EFFICIENCY RATINGS (OER)

For each of the first 4 years, percentile dice are used to determine the student's Officer Efficiency Ratings, which tell how well the student performed his duties. There are no modifiers for LUC or INT. These 4 rolls will give the character separate Efficiency Ratings for each of the 4 divisions.

Bonus Points

If the player chooses, a bonus of 20 points may be added to the OER in one division, usually the division in which the character will serve. This modifier is strictly optional, and can be applied only once. If the modified roll is greater than 99, the OER should be set at 99.

FIFTH YEAR TRAINING

The highest OER determines the division in which the student will serve his fifth year of service. To determine the OER for this year, roll percentile dice and add 20. If the total is greater than 99, make it 99.

CADET SKILLS

Add 15d10 skill rolls to your Specialty Field skills and 15d10 to any new or old skills, except those in the Specialty Field.

Also Add:

Cbt, H-T-H	10
Cbt, Mod	10
DmgCtrlProc	10
Enviosuit Op	10
Science (s)	10
Science (s)	10
Survival (s)	10
Vari-G Ops	10

Citizens now skip to the next page.

ADVANCED OFFICER TRAINING

Should a character decide to remain in military service, he will be sent to Advanced Officer's Training. This 1-year course prepares the character for a career as an officer, teaching leadership, instruction skills, and administrative skills. Other skills depend on the character's chosen specialty. At the end of the year, the character is automatically promoted to the rank of Secundam.

CORE CURRICULUM

All Officers add theses skills and one year.

Administration	10	Instruction	10
Computer Op	10	Leadership	10

Add the following based on your specialty

OPERATIONS

ST Cbt Tac/Str	20
ST Helm	15
ST Nav	15

SUPPORT

Astron/Astro	20

SCIENCE

Sciences, Any 3, each	10
ST Sensors	20

MILITARY

Sm Unit Tactics	20
Romulan Law	15
Interrogation	15

These specialties add two years total.

MEDICAL

Biology	25
Med, Romulan	25
Psych Romulan	25

HERBERT

Admin	10
Carousing	10
Culture (s)	15
Romulan Law	20
Negot/Diplo	20

TOURS SERVED

After a citizen leaves Advanced Officer's Training, he is ready to enter active service, and the character is almost ready to be used. The character may have one or more assignments, depending upon his rank. Service tours in the Romulan Navy generally last longer than those in Star Fleet.

Number of Tours is 1d10/3 modified by the following table

Modifier	Tour	Modifier	Tour
INT 80+	-1	Equatorium	-1
INT ≤ 60	+1	Secundum	---
		Trinam	+1
LUC 65+	-1	Centurion	+2
LUC ≤ 30	+1	Sub-Cmdr	+3
		Commander	+4
		Flag Cmdr	+5
		Triumvirate	+6

TOUR ASSIGNMENT

First Tour

An officer's first tour after Advanced Officer's Training will be in the division where he served his fifth year of training as an Equatoriam.

Officer Efficiency Ratings

Roll percentile dice and add 10 to determine the OER. Experience, intelligence, and luck help an officer be efficient, and so the original roll must be modified as shown below. For an OER of greater than 99, make the rating 99.

Modifiers To OER Rolls

For Experience:	
Per Tour In Division	+ 5
For Intelligence:	
INT Score 70+	+10
INT Score 60 – 69	+ 5
INT Score 40 or Less	−5
For Luck:	
LUC Score 60+	+10
LUC Score 50 – 59	+ 5
LUC Score 30 or Less	−5

Additional Tours To determine the next division, roll percentile dice and add or subtract the LUC modifier, if any. Compare the result to the table of Additional Tour Assignments shown below. Reroll if the posting remains the same.

Additional Tour Assignments

Die Roll	*Posting*
01 to 15	Exploration Division
16 to 35	Outpost Division
36 to 60	Colonization Division
61 to 00	Military Division

Luck Modifiers To Tour Assignment Rolls

LUC 60+	−10
LUC 50 – 59	−5
LUC 30 or less	+5

Every Tour, roll d%.with the OER mods above.

00 - 50	Roll New Assignment
51+	Stay at Current

Each Tour lasts 1d10 years.

SKILLS AND EXPERIENCE

Modifier		1d10 Rolls
Per one year of service		+1
INT 90 +		+3
INT 80 - 89		+2
INT 70 - 79		+1
LUC 80+		+2
LUC 70 - 79		+1
Outpost	1 per Tour	Gaming, Gambling or Trivia
Military	1 per Tour	Trivia, Gambling or Carousing
Hospital	1 per Admiss.	Trivia or Gaming

CHARACTER AGE

All Romulans enter The Service at the age of 20 and finish it at the age of 25. This is the base age for all characters. Advanced Officer's Training takes one year, with the first tour of service following.

To find the character's age, total the number of years from all tours of service, add 1 year for Advanced Officer's Training, and add this to 25.

ROMULAN CITIZENS

Citizens matriculate from the military on completing The Great Duty.

Citizens now choose a profession.
Add 2yrs and take 100pts in a Specialty Training (No INT bonus rolls). The point distribution is 25, 20, 20, 15, 10, 10.

Those points will be spent on a pool of skills that you and the GM devise based on your profession chosen. Some common professions are Farmer, Teacher, Laborer, Architect, Tradesman, etc.

For a souped-up Romulan Trader, throw them thru the Merchant's Guild found later in this book.

Roll 1d10 with the following modifiers. This is the number of prior Tours served.

Modifiers	
Newbie +0	Mid-career +4
Early-career +2	Senior-career +6

Tour Duration

Roll 1d10, round up or down.
This is years at each post.

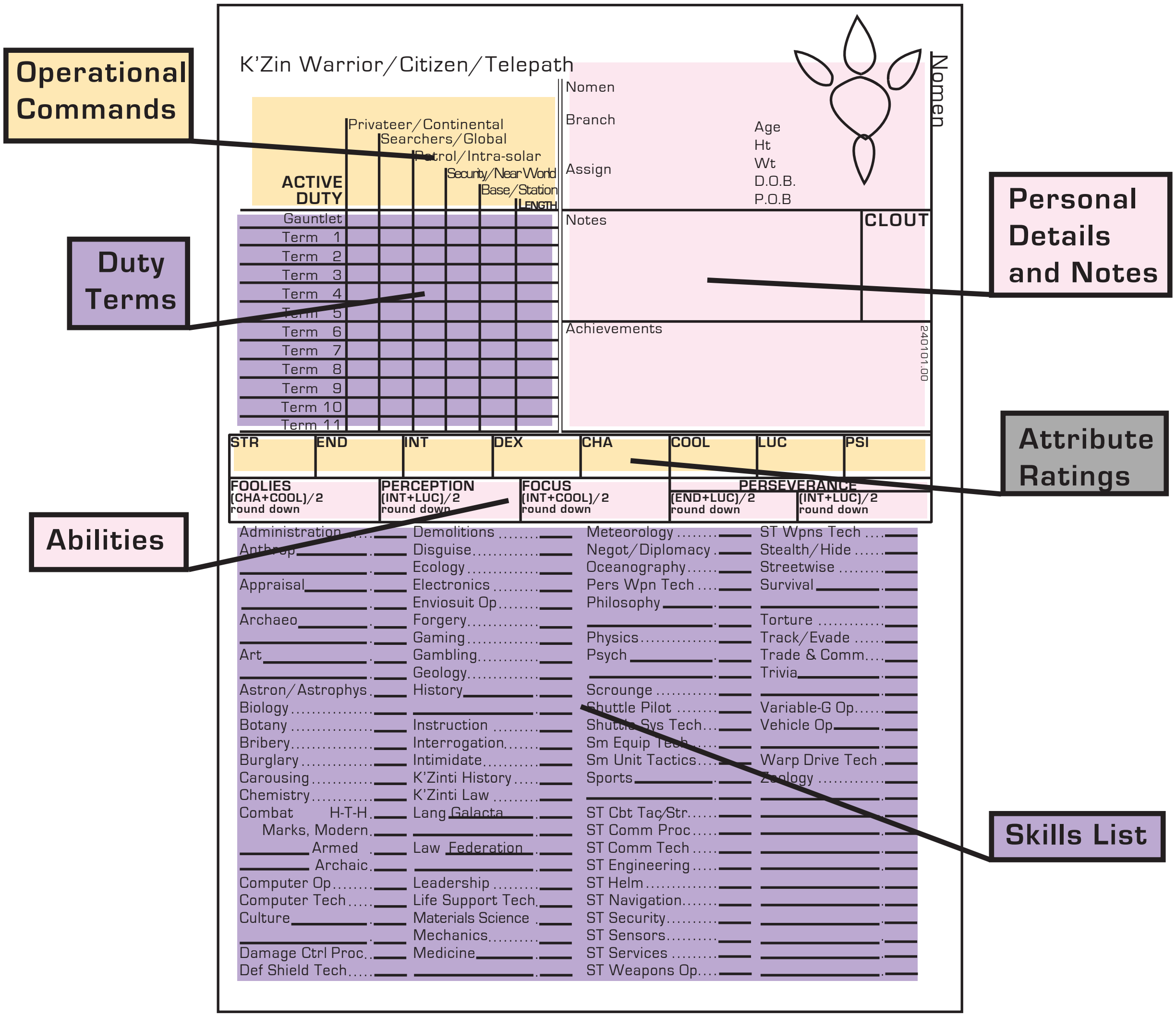
Assignment Posting
01 - 12 Local
13 - 24 Continental
25 - 37 Global
38 - 50 Intra-solar
51 - 62 Near World, 1d10/2 l.y.
63 - 75 Distant World, 10d10 l.y.
76 - 87 Space Station
88 - 00 Academia

After your first Tour, roll d%.
Over 51+ stay at current,
Less, than 50, roll new posting.

Final Skill Rolls.
1d10 per year after The Great Duty.

Finally... What is your name? HT? Wt? Name? What else?

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.


Operational Commands
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Skills List

K'Zin Warrior/Citizen/Telepath

ACTIVE DUTY
Privateer/Continental
Searchers/Global
Patrol/Intra-solar
Security/Near World
Base/Station
Length

Gauntlet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10
Term 11

Nomen
Branch
Assign
Age
Ht
Wt
D.O.B.
P.O.B
Nomen

Notes
CLOUT
Achievements
240101.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	PERSEVERANCE (INT+LUC)/2 round down

Administration
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Archaeo
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Bribery
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Marks, Modern
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Computer Tech
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Interrogation
Intimidate
K'Zinti History
K'Zinti Law
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Law Federation
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Materials Science
Mechanics
Medicine

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Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cbt Tac/Str.
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Services
ST Weapons Op

ST Wpns Tech
Stealth/Hide
Streetwise
Survival
Torture
Track/Evade
Trade & Comm.
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic K'Zin Character Sheet

More options in Supplement S13: Adversary Character Sheets

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K'Zin Warrior

ACTIVE DUTY	Privateer/Continental	Searchers/Global	Patrol/Intra-solar	Security/Near World	Base/Station	LENGTH
Gauntlet						
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						
Term 11						

Nomen

Branch

Assign

Age

Ht

Wt

D.O.B.

P.O.B

Nomen

Notes

CLOUT

Achievements

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STR	**END**	**INT**	**DEX**	**CHA**	**COOL**	**LUC**	**PSI**

FOOLIES **(CHA+COOL)/2** **round down**	**PERCEPTION** **(INT+LUC)/2** **round down**	**FOCUS** **(INT+COOL)/2** **round down**	**PERSEVERANCE** **(END+LUC)/2** **round down**	**PERSEVERANCE** **(INT+LUC)/2** **round down**

Administration ......______
Anthrop____________ .______
____________ .______
Appraisal____________ .______
____________ .______
Archaeo____________ .______
____________ .______
Art____________ .______
____________ .______
Astron/Astrophys .______
Biology ....______
Botany ....______
Bribery...............______
Burglary ....______
Carousing ....______
Chemistry ....______
Combat H-T-H.______
Marks, Modern.______
__________ Armed.______
__________ Archaic.______
Computer Op........______
Computer Tech .....______
Culture____________ .______
____________ .______
Damage Ctrl Proc..______
Def Shield Tech.....______

Demolitions ....______
Disguise............______
Ecology.............______
Electronics ....______
Enviosuit Op........______
Forgery.............______
Gaming ....______
Gambling...........______
Geology.............______
History____________ .______
____________ .______
Instruction ....______
Interrogation.......______
Intimidate..........______
K'Zinti History .....______
K'Zinti Law ....______
Lang Galacta .______
____________ .______
Law Federation.______
____________ .______
Leadership ....______
Life Support Tech.______
Materials Science..______
Mechanics..........______
Medicine____________ .______
____________ .______

Meteorology ....______
Negot/Diplomacy .______
Oceanography......______
Pers Wpn Tech ....______
Philosophy____________ .______
____________ .______
Physics..............______
Psych____________ .______
____________ .______
Scrounge ....______
Shuttle Pilot ....______
Shuttle Sys Tech...______
Sm Equip Tech .....______
Sm Unit Tactics....______
Sports____________ .______
____________ .______
ST Cbt Tac/Str......______
ST Comm Proc .....______
ST Comm Tech .....______
ST Engineering .....______
ST Helm.............______
ST Navigation.......______
ST Security..........______
ST Sensors..........______
ST Services ....______
ST Weapons Op....______

ST Wpns Tech ....______
Stealth/Hide ......______
Streetwise ....______
Survival____________ .______
____________ .______
Torture ....______
Track/Evade ......______
Trade & Comm....______
Trivia____________ .______
____________ .______
Variable-G Op......______
Vehicle Op____________ .______
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Warp Drive Tech .______
Zoology ....______
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K'ZIN CHARACTER GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**.
For **LUC** and **PSI**, roll straight percentiles (d%)
Apply the appropriate Modifiers found below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Warrior	+30	+40	-25	+20	-25	-10	d%/2	d%/2
Citizen -	+15	+25	-25	+10	-25	-20	d%/2	d%/2
Telepath*	-10	-	-25	-	-40	-30	-60	-
Female**	-20	-10	1d10/2	-	1d10/2	-40	-60	1d10/2

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Warrior	129	139	74	119	74	89	50	50
Citizen	114	124	74	109	74	79	50	50
Telepath*	89	99	74	99	59	69	40	100
Female**	79	89	05	99	05	59	40	05

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att. may rise above Species Max.
3. PSI may not be modified.

*Recommend Telepaths reserved to NPC status. If you want to dig into Psionics with your player, feel free. Highly advise against!

**Females are reserved to NPC status, presented here for statistical purposes. (Blame the K'Zin. There are bad people out there and K'Zin are them.)

K'ZIN PHYSIOLOGY AND MEDICAL NOTES

K'Zin are noted for fending off pain. Referring to **Book 2, Piece of the Action**, p21 "Numbers to Watch", the following replaces those notes for K'Zin only.

K'Zin save at lower thresholds and save against higher dice.

K'Zin UNC Threshold Levels are:

(1/2 END) - (1/10 END rd) = (First UNC Save)
ex. END 70 is 35 - 7 = 28 is 'new' Half END Threshold
(1/4 END) - (1/10 END rd) = (Second UNC Save)
ex. END 84 is 21 - 8 = 13 is 'new' Quarter END Threshold
Autowash: K'Zin do not know the meaning!
(1/10 END) - (1/10 END rd) = (Third UNC Save)
ex. END 112 is 11 - 11 = (zero) <01 is 'new' Autowash threshold.

Further, the actual saving roll dice are at the given END *plus* END 1/10 rd.
ex. 1st Save Roll under: END 70 is 70 + 7 = 77 on the dice instead of 70, roll at 28.
ex. 2nd Save Roll under: END 84 is 21 + 8 = 29 on the dice instead of 21, roll at 13.
ex. 3rd Save Roll under: END 112 is 11 + 11 = 22 on the dice instead of 11, roll at (zero) and every successive Combat. Turn.

At END 1/10 where most all other beings automatically go unconscious, K'Zin get a saving roll as above. K'Zin whose END goes <01 remain standing until the roll is failed, whereupon they instantly die. This is but one reason why K'Zin are so fearsome in combat!

The inner fury and rage that keeps K'Zin standing that long also burns them out the moment they fall. If below END 00, on collapse the K'Zin takes additional ((1/20 END rd) d10) Wound Damage. Thus, the old soldier's wisdom "Killing a K'Zin will only make it angrier!"

Regarding Action Points:
(DEX/10 (ru/rd)) +4
GM may allow K'Zin DEX to round up or down to nearest 10, per Caitians, **Book 1: Lifeform Readings.**

Aging Critical Age: 25

Age 0 - 5	The Weening
Age 6 - 10	The Pride
Age 11+	The Duty

Note: K'Zin INT-Based skills are capped at 74!

CH 2: Schooling Age 0-5

Here the kittens are separated from the cubs.

Split 1/10 INT d10 rd on each set of tables.

Personal	or Educational	Martial
Art (s)	Electronics	Cbt, H-T-H
Carousing	Mechanics	Cbt, Modern
Gaming	Sm Eq Tech	Cbt Ar, Stun Stick
Sports (s)	Lang, Galacta	Sm Unit Tactics
Surviv (s)	Science (s)	Intimidate
Veh Op (s)	Trade&Comm	Track/Evade
Trivia (s)	Variable-G Op	Stealth/Hide

Or select another relevant skill with the GM.

K'Zin are now separated into the three classes.
Warrior, continue below
Telepath, goto next page
Citizen, goto page 41

CLOUT

Clout is relative to age and position. Leaders view the clout of other Warriors as half their own, who view Citizens Clout as half theirs who view Telepaths as half again. Conversely, the Clout of a Leader to a Citizen is invaluable! Clout helps keep Telepaths enslaved as they view all except non-K'Zin as superiors.

Clout spreads quickly! A Leader who loses major clout before the Citizens is finished!

Clout is envisaged as a 1 - 10 scale with points earned for deeds done or fame achieved. Points can be lost to dishonor.

7

CH 3: The Pride, Warrior Academy: Age 6-10

Academy Skill set

EnvioSuit	10	LifeSptTech	10	SmEqTech	10
D.C. Proc	10	Law, Fed	10		

Choose your Warrior Specialty

Flyer / Gunner / Doctor / Technician / Engineer / Security / Leader*

* Leader min (STR+END=220)

Leader	
Cbt, H-T-H	20
Mod	10
Interrog	10
Leadership	15
SmUnitTac	15
ST Sec	10
Stealth/Hide	10
Track/Evade	10

Flyer	
Astron/Astro	20
DmgCtrlProc	10
Shuttle Pilot	25
ST Helm	15
ST Nav	20
ST CbtT/S	10

Engineer	
DefShTech	10
Elec or Mech	10
LifeSptTech	10
Physics	10
ShtSysTech	10
STCmmTech	10
ST ENG	15
STWpnTech	10
- or -	
SmEqTech	10
Warp D Tech	15

Doctor	
Admin	10
Biology	10
Botany	10
Comp Op	10
Life SptTech	10
Med, K'Zin	25
Psych K'Zin	15
Zoology	10

Security	
Admin	10
CBT,StunStk	15
Fed Law	25
K'Zin Law	25
SmUnitTac	10
ST Security	15

Technician	
CompOp	10
DC Proc	10
Elec or Mech	10
LifeSptTech	15
Sci (Tot)	30
STCommOp	25

Gunner	
Astron/Astro	15
DmgCtrlProc	15
ST CbtT/S	15
ST Helm	20
ST Sec	10
ST Wpn Op	25

On Completion, Add 1/10 INT ru Branch skills plus 1/20 INT rd to Any skill choices, new/old. Next, proceed to The Gauntlet.

Telepaths have no official learning, but gain 75pts total to spend on any skill(s) over the same years as Warriors and Citizens spend in their training. No bonus rolls.

Telepaths are also forbidden certain skills and would be killed if found learning them or exhibiting their use such as but not limited to; Admin, Leadership, Carousing, Negot/Diplo, Psych K'Zin, advanced combat skills and any other 'informative' skills that would enforce self-determination, reliance or ego. Telepaths may have learned some combat as kittens, but should not display any 'advanced' training.

Referring to **Book 2: Piece of the Action**, K'Zin are Level II Telepaths able to perform any of the psionic powers listed in Class I and II at the appropriate point costs. Mutant Telepaths such as those with Psionica Automata are killed as early as possible. Only Psionica Sentiens are allowed to survive past their youth. Similarly, any Telepaths of Level III or greater power are also destroyed upon their discovery.

Telepaths now roll The Gauntlet and Duty Terms below, per the Warriors.

The Gauntlet

It is here that the cubs are separated from the cats.

At the end of the year, all the low performers are rended apart by the pack in deep ritual. You're reading this, so clearly you *Ran the Gauntlet*.

Roll d% and mark your sheet	
Privateer	≤ 10
Searchers	11 - 25
Police Patrol	26 - 50
Civil Security	51 - 75
Base	76 +

Apply these Modifiers	
STR+END=200+	-10
INT 60+	-05
LUC 40+	-05

On completion, add 5d10 to any skills

Active Service Definitions

Privateer

From simple raiding and piracy to the most top-secret of tasks known only to the Highest of K'Zin and ship's Captain. Privateers operate on the Highest's direct orders, have had their paper work lost and must commandeer a vessel.

Searcher

The exploratory arm of the K'Zinti space program. Searchers map new worlds for peaceful expansion.

Police Patrol

Law enforcement and interdiction, bringing space criminals to justice.

Civil Security

The Security Personnel aboard civilian trading and passenger ships. CivilSec has no control over the ship itself, only internal security matters and defense against hijackers and other malcontents.

Base Stations

These are the hubs and nodes where the various ships collect for trade, repairs, transfers and other services. From planetside base to deep space and way stations. Jails for the Police Patrol, repair yards, recreation facilities, various Embassies and everything needed for the K'Zin on the go.

CH 4: The Heroic Charge Age 11+

Determine Base Clout roll 1d10/3 ru.

Modify that result with the following:

Achievements	Clout
Privateer at least once	+1
Privateer, Current Term	+2
Base, Current Term	-1
CivlSec, Current Term	-2
Captain (Leader-in-charge)	+3
(STR+END) = 200+	+1
(STR+END) = 225+	+3
Term served, 5+	+2
or	
Years served, 20+	+3

In the past year @ GM's Discretion...

Bested a Superior foe	+2
Bested by Superior foe	+1
Bested by Inferior	-1
Bested by Herbivore	-3
Bested by Female	-5

N.B. Bested by a non-K'Zin, herbivorous female is -9 Clout!

N.B. Sudden loss of Clout can lead to imminently-fatal circumstances at all levels of society. Leadership beware!

N.B. Negative Clout must be balanced to 0+1 fast or suffer for it!

Active Duty Terms

Roll 1d10 for the number of terms and mark your sheet.

Roll d% for Assignment per Term.

Privateer	≤ 10
Searcher	11 - 25
Police Patrol	26 - 50
Civil Security	51 - 75
Base Station	76 +

Roll Term Length

1d10 with rolls equaling:
1-3 = 1yr, 4-6 = 2yrs, 7-9 = 3yrs, 0 = 4yrs.

Final Skill Rolls and Bonuses

INT 50+	1
LUC 35+	1
Clout 5+	1
Per 2yrs Active Duty	1
Per Term, Privateer	1
Captain *(Leader role)*	2
Per Term, Base	1 roll on gaming, gambling or trivia
Per Term, CivilSec	1 roll on Negot/Diplo, Carousing or Psych K'Zin
Per Term, Police	1 roll on Bribery, K'Zin Law or Streetwise
Per Term, Searcher	1 roll on Astron/Astro, ST Sensors or Sci (s).

CH 3 & 4: Citizens

Similar to Book 1, page 52, the GM should design a curricula around the player's chosen career path. Deduce relevant skills and rank by points, 30pts, 20pts, 20pts, 10pts, 10pts, 10pts. Add 5d10 career bonus + INT bonus for any skills.

There is no Advanced Curricula or other Higher Education available to K'Zin Citizens (or Warriors for that matter).

Also add "Apprentice" year skills, total 5d10 in any skills, Term Length and Final Skill Rolls per above. Term Posting is rolled on the table to the right.

Citizen Clout is GM Discretion as there are so many variables. Look to Warrior Clout as precedence for business and personal clout.

Assignment Posting

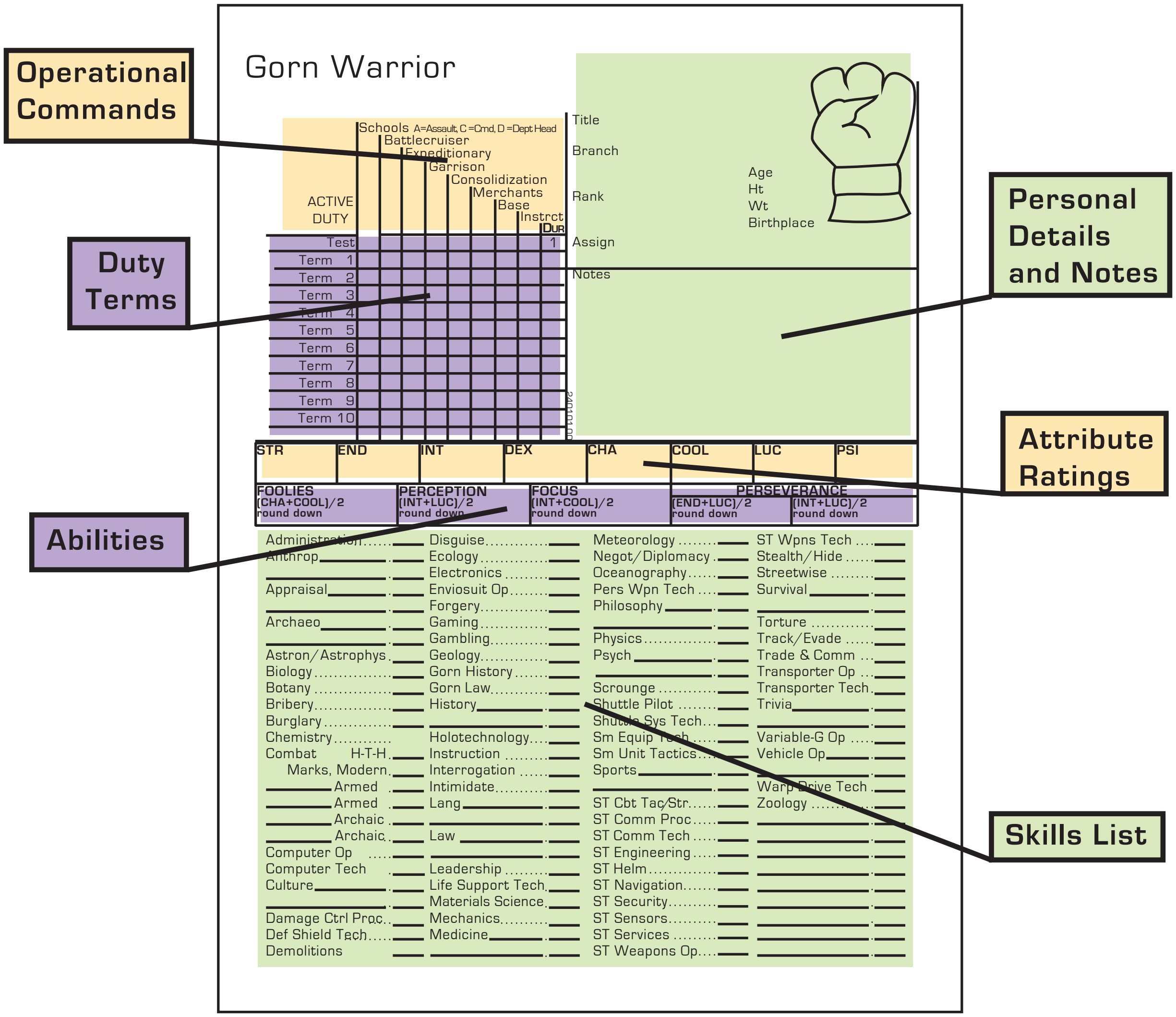
01 - 12	Local
13 - 24	Continental
25 - 37	Global
38 - 50	Intra-solar
51 - 62	Near World, (1d10/5) ly
63 - 75	Distant World, (1d10/3)+1ly
76 - 87	Space Station
88 - 00	Academia

Table Mods

Newbie +0
Early-career +2
Mid-career +4
Senior-career +6

Finally... What is your nomen? HT? WT? Nomen? What else?

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.


Operational Commands
Duty Terms
Abilities
Personal Details and Notes
Attribute Ratings
Skills List

Gorn Warrior

Schools A=Assault, C=Cmd, D=Dept Head
Battlecruiser
Expeditionary
Garrison
Consolidization
Merchants
Base
Instrct
DUR

ACTIVE DUTY

Test
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Title
Branch
Rank
Assign
Notes

Age
Ht
Wt
Birthplace

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	PERSEVERANCE (INT+LUC)/2 round down

Administration
Anthrop
Appraisal
Archaeo
Astron/Astrophys
Biology
Botany
Bribery
Burglary
Chemistry
Combat H-T-H
Marks, Modern
Armed
Armed
Archaic
Archaic
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech
Demolitions

Disguise
Ecology
Electronics
Enviosuit Op
Forgery
Gaming
Gambling
Geology
Gorn History
Gorn Law
History
Holotechnology
Instruction
Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine

Meteorology
Negot/Diplomacy
Oceanography
Pers Wpn Tech
Philosophy
Physics
Psych
Scrounge
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
Sports
ST Cbt Tac/Str
ST Comm Proc
ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Services
ST Weapons Op

ST Wpns Tech
Stealth/Hide
Streetwise
Survival
Torture
Track/Evade
Trade & Comm
Transporter Op
Transporter Tech
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech
Zoology

Generic Gorn Character Sheet

More options in Supplement S13: Adversary Character Sheets

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

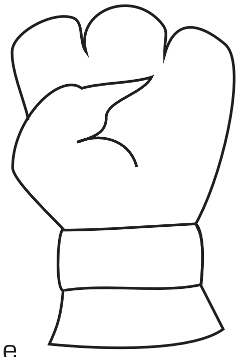
Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Gorn Warrior



NAME

ACTIVE DUTY	Schools A=Assault, C=Cmd, D=Dept Head	Battlecruiser	Expeditionary	Garrison	Consolidization	Merchants	Base	Instrct	DUR
Test									1
Term 1									
Term 2									
Term 3									
Term 4									
Term 5									
Term 6									
Term 7									
Term 8									
Term 9									
Term 10									

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Title

Branch

Rank

Assign

Age

Ht

Wt

Birthplace

Notes

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	**PERCEPTION**	**FOCUS**	**PERSEVERANCE**	
(CHA+COOL)/2 **round down**	**(INT+LUC)/2** **round down**	**(INT+COOL)/2** **round down**	**(END+LUC)/2** **round down**	**(INT+LUC)/2** **round down**

Administration ____
Anthrop ______ ____
______ ____
Appraisal ______ ____
______ ____
Archaeo ______ ____
______ ____
Astron/Astrophys ____
Biology ____
Botany ____
Bribery ____
Burglary ____
Chemistry ____
Combat H-T-H ____
Marks, Modern ____
______ Armed ____
______ Armed ____
______ Archaic ____
______ Archaic ____
Computer Op ____
Computer Tech ____
Culture ______ ____
______ ____
Damage Ctrl Proc. ____
Def Shield Tech ____
Demolitions ____

Disguise ____
Ecology ____
Electronics ____
Enviosuit Op ____
Forgery ____
Gaming ____
Gambling ____
Geology ____
Gorn History ____
Gorn Law ____
History ______ ____
______ ____
Holotechnology ____
Instruction ____
Interrogation ____
Intimidate ____
Lang ______ ____
______ ____
Law ______ ____
______ ____
Leadership ____
Life Support Tech ____
Materials Science ____
Mechanics ____
Medicine ______ ____
______ ____

Meteorology ____
Negot/Diplomacy ____
Oceanography ____
Pers Wpn Tech ____
Philosophy ______ ____
______ ____
Physics ____
Psych ______ ____
______ ____
Scrounge ____
Shuttle Pilot ____
Shuttle Sys Tech ____
Sm Equip Tech ____
Sm Unit Tactics ____
Sports ______ ____
______ ____
ST Cbt Tac/Str ____
ST Comm Proc ____
ST Comm Tech ____
ST Engineering ____
ST Helm ____
ST Navigation ____
ST Security ____
ST Sensors ____
ST Services ____
ST Weapons Op ____

ST Wpns Tech ____
Stealth/Hide ____
Streetwise ____
Survival ______ ____
______ ____
Torture ____
Track/Evade ____
Trade & Comm ____
Transporter Op ____
Transporter Tech ____
Trivia ______ ____
______ ____
Variable-G Op ____
Vehicle Op ______ ____
______ ____
Warp Drive Tech ____
Zoology ____
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______ ____
______ ____
______ ____

CH:1 GORN CHARACTER GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**.
For **LUC** and **PSI**, roll straight percentiles (d%)
Apply the appropriate Modifiers found below.

Note: No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Warrior	+30	+25	-	*	-40	-	-30	-50
Citizen -	+20	+15	-	*	-40	-	-30	-50

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Warrior	129	124	99	99	59	99	70	50
Citizen	119	114	99	99	59	99	70	50

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att. may rise above Species Max.
3. PSI may not be modified.

* FASA gave -20. Here instead, AP costs are doubled with additional penalties for such as temperature fluctuation.

GORN PHYSIOLOGY AND MEDICAL NOTES

While the Gorn skin is a great benefit to them, the exceptional thickness also slows the Gorn down.

Gorn are not immune to pain, nor suffer it less than humans, However, their hide is a dense leather which prevents minor damage in the first place.

The skin is also responsible for much of the Gorn's hydration and energy supply. The skin draws the hydrogen and oxygen out of the air as water, providing basic moisture to the Gorn's system, but the nitrogen in the air is also absorbed by the Gorn and turned into life-sustaining energy.

The nitrogen is nowhere near enough to maintain the Gorn's daily energy needs, but is enough to maintain life when there is no other food or water available.

Gorn are highly sensitive to temperature fluctuations. The Gorn body operates in a narrow band that when exceeded in either direction causes the Gorn to become sluggish and slow-witted as the body shuts down into a hibernation mode.

When hibernating, the Gorn can go years without food or water, almost seeming to mummify and dry-out in appearance. Yet with a short warm-up to optimal temperature, are weak but alive and ready to go in minutes. Under the most exceptional of circumstances, a few Gorn have been revived from hours of deep space exposure.

Awoken Gorn need gallons of water and food within hours or will die. Gorn cannot go back into hibernation without first 'fueling up' for another round.

Hibernation can last years, but once broken, all the stored energy is immediately consumed leaving the Gorn on a short clock to balance the loss.

Gorn have great hardiness and resilience, but poor stamina and weary easily. The Gorn intolerance to varied temperatures and range fluctuations make them particularly susceptible to factors beyond their control.

Regarding skin respiration and hibernation, there are no rules presented for such. This is a GM discretionary notion for story-telling purposes. Any needed rules can be fudged in situ. Don't sweat it. ;)

AGING Critical Age: 150,

Age 0-5	The Clutch
Age 6-10	The Slithering
Age 11+	The Doing

DAMAGE MODIFIERS

- Damage to a Gorn is **-**5pts per die with min. 1pt/die dmg
- Energy Weapons do full damage.
- Gorn Hand-to-Hand Damage follows the standard STR chart for damage.
- On a successful Hand-to-Hand To-Hit roll, a Gorn rolls against their LUC once to see if they land a bite for an additional +5pts dmg to target and LUC again to see if they score +5 in additional Claw damage. That's up to +10 above STR (+skill bonus) per Turn.

ACTION POINTS (DEX/10 rd +4)

Gorn Action Points are affected by temperature. The actual "ideal temperature" can be chosen by the GM. Within 10° either side of ideal, AP costs for **Position Change, Movement, Equipment and Weapons Use** are *double normal costs, standard.*

For every 10° of temperature drop or rise outside ideal range, AP costs are again doubled. That's quadruple costs for 20° range while 30° is 8x AP costs. And so on down to the Gorn's total immobilization and forced hibernation.

AP Costs for **Combat and Emergency Evasion** are normal *one-to-one* for Gorn as are the **Terrain Modifiers**. Indeed, the Terrain Modifiers will quickly make certain geographic features near-inaccessible to Gorn.

FATIGUE

Per Book 2, page 20, "Attributes of ENDurance", Gorn take standard healing rates for Wound and Fatigue damage.

Similarly, Gorn also take 5pts Fatigue Damage if required saves for Running, Evading, Swimming, Difficult Terrain or Combat are failed.

As described in "Weakened Conditions", Book 2 page 21, Gorn also make similar saves.

Where Gorn differ is **END Fatigue on AP**, (*Book 2, page 22*). In the case of the Gorn, DEX loss of 2/1 beginning at 1/2 END rd. when Gorn END drops to 1/4 END rd, DEX loss jumps to 4pts for every 1pt END lost.

CH 2: THE CLUTCH

Age 0-5

Roll 1/10 INT rd on each set of tables.

PERSONAL	EDUCATION	MARTIAL
Gaming	Electronics	Cbt, H-T-H
Sports (s)	Mechanics	Modern
Survival (s)	Sm Eq Tech	Armed (s)
Trivia (s)	Science (s)	Intimidate
Veh Op (s)	Trade&Comm	SmUnitTactics
	Variable-G	Stealth/Hide
		Track/Evade

Or select another relevant skill with the GM.

The nursery is the first harsh life lesson. Those that survive are trained over years while even more young Gorn die or are killed off in the process. Only the fit and best survive to adulthood.

Each table to the left gets an amount of d10 rolled equal to one tenth your INT, round down. Multiple rolls per skill are allowed.

CH 3: THE SLITHERING: Age 6-10

All surviving Gorn now enter their pre-adult life.

GORN ACADEMY

Academy is four years concluding with a year-long test cruise. There are three different schools one may go through and one specialty to select. Add the following skills...

Admin	10	Gorn Law	15
Cbt H-T-H	10	Hvy Wpns Op/Tech	10
Mod	10	Intimidate	10
Computer Op	10	Life Spt Tech	10
Dmg Ctrl Proc	10	Leadership	10
Enviosuit Op	10	Sm Equip Tech	10
Gorn History	10	Sm Unit Tactics	15

ASSAULT TEAM

On discovering intelligent lifeforms in the star systems around them, the Gorn quickly created a first contact team specially trained to assess local conditions and present the Gorn in the most overwhelming manner possible. Only the best Gorn are accepted, fully half fail out.

To determine eligibility for Assault Team, Attributes must equal the following.
STR & END min 100 + INT & DEX min 75 ea.

If so, your submission is queued. Roll on **Term Assignment** to see if you are accepted. Pass or fail, Assault Team is one year. You can take Assault Team until you pass, but Attribute bonuses are once-only.

Attribute bonuses are taken immediately, pass or fail. Skills are taken only on successful passing grade.

Graduates receive a -20 on all future term assignments with modified rolls of <01 being assigned to Academy Training for the Term. Graduates also gain skill bonuses in the final tally. Failed candidates do not gain these bonuses.

ATTRIBUTE BONUSES

Roll 1d10/3 rd on STR or END or DEX
Roll 1d10/3 rd on INT or COOL
Roll 1d10/3 rd on one un-chosen Attribute.

MAKING THE GRADE

Roll	Result	Mods	
<40	PASS	INT or LUC	75+, -10
41+	FAIL		65 - 74, -05

SKILL BONUSES FOR GRADUATES

Admin	10	Psych, Gorn	10
Interrog	10	SmUnitTac	10
Intimidate	10	Stealth/Hide	10
Leadership	10	Torture	10
Negot/Diplo	10	Track/Evade	10

Leadership goes through Department Head and/or Command School depending. These can be taken at any time during a career. Each school is 1yr. If DH first and CS later, take the CS (skill totals). If CS only, take full points.

DEPT HEAD

Admin	15
Comp Op	15
Intimidate	15
Gorn Law	10
Leadership	15
Negot/Diplo	15
Psych, Gorn	15

COMMAND SCHOOL

Admin	25 (+10)
Comp Op	25 (+10)
Intimidate	30 (+15)
Gorn Law	20 (+10)
Leadership	30 (+15)
Negot/Diplo	25 (+10)
Psych, Gorn	25 (+10)
STCBTTacSTR	20 (+20)

There are no "Enlisted" ranks. All Gorn are trained the same. Your GM will select you for any of these special schools when appropriate. For now, choose your Specialty below and add the skills from the next page.

SPECIALTIES

Pilot
Weapons

Science
Medical

Engineer
Communications
Services

Soldier

PILOTS

Astron/Astro	25
Def Shield Tech	15
Shuttle Pilot	20
ST Cbt/Tac Str	20
ST Helm	25
ST Navigation	25
ST Sensors	10
Warp Drive Tech	10

WEAPONS

Def Shield Tech	15
HvyWpn Op/Tech	25
ST Cbt/Tac Strategy	10
ST Helm	10
ST Navigation	10
ST Sensors	15
ST Weapons Op	30
ST Wpn Tech	25
Sm Unit Tactics	10

SOLDIERS

Cbt Arm(s)	40
Cbt H-T-H	25
Cbt Marks Mod	25
Demolitions	10
Hvy Wpn Op/Tech	10
Sm Eq Tech	15
Sm Unit Tactics	25

COMMUNICATIONS

Damage Ctrl Proc	10
Electronics	10
Language (s)(Total)	40
Negot/ Diplomacy	15
ST Comm Proc	25
ST Comm Tech	20
Sm Equip Tech	10
ST Sensors	10
Transporter Op	10

ENGINEER

Def Shield Tech	10
Electronics	20
Life Support Tech	20
Mechanics	15
ST Comm Tech	10
Sm Equip Tech	10
ST Engineering	25
Transporter Op	10
Transporter Tech	10
Warp Drive Tech	20

SERVICES

Administration	20
Dmg Ctrl Proc	15
Gorn Law	15
Interrogation	20
Language (s)(Total)	20
Psych, Gorn	20
ST Services	25
Transporter Op	15

SCIENCES

Astron/ Astro	15
Admin	15
Computer Tech	15
Enviosuit Op	10
Sm Eq Tech	10
ST Sensors	25
Science (s) (Total)	60

MEDICAL

Admin	15
Biology	15
Enviosuit Op	10
Life Support Tech	10
Medicine, Gorn	25
Negot/Diplomacy	10
Science (s) Total	40
Psych, Gorn	15
ST Sensors	10

ADDITIONAL
All Gorn add 10d10 rolls to any Specialty Skills.

Take another INT/10 rd in bonus skill rolls on any skills, new or old.

You are now headed to your one-year Test Cruise. Roll up your Duty Terms, add some last skills and you are ready to game! But let's see how you do here first.

TEST CRUISE

Battlecruiser	≤ 10
Expeditionary	11 - 20
Garrison	21 - 35
Consolidization	36 - 60
Merchants	61 - 75
Base	76 - 89
Instructor	90 +

MODIFIERS

(S+E)=200+	-10
INT 70+	-10
LUC 50+	-10

If you failed, you wouldn't be reading this now. Continue with your Tours of Duty below. *-After you roll 5d10 on any skill choices!*

CH 4: THE DOING: Age 11+

All Gorn spend at least One Term in the service.
Once complete, they can matriculate to civilian life, goto page bottom..
All those choosing to stay in service, continue beyond one term, roll below.

Roll 1d10+1 to determine the amount of Terms Served prior to the game. Citizens should skip this to the page bottom.

RANK MODIFIERS

Drone	-1	Commander	+4
Teller	+1	General	+5
Leader	+2	Supreme	+6
Captain	+3		

Each Term Served is 1d10 years in duration.

Roll below to see where each term was served with appropriate modifiers. Note on Assault Team: If your attributes meet the criteria, you may choose Assault Team on rolling 'Battlecruiser'. Mark your sheet appropriately and return here for the remainder of your duty terms.

Assignment	Roll	Modifiers	
Battlecruiser	≤ 10	(S+E) 200+	-10
Expeditionary	11 - 20	INT 85+	+20
Garrison	21 - 35	INT 70+	-10
Consolidization	36 - 60	LUC 35+	-10
Merchants	61 - 75		
Base	76 - 89	Battlecruiser	-10
Instructor	90 +	Assault Team	-20

Tally your final skill rolls.
1 Roll per year served **plus:**

MOD	Rolls
INT 90+	+2
INT 70-89	+1
LUC 50+	+1
BattleCruiser	+1 per 2yrs
Assault Team	+1 per 2yrs

(post-graduation)

GORN CITIZENS

Gorn have no distinction between male and female as far as roles, positions or other hierarchical status modifiers. The old are recognized for their experience value, while the young must earn it through survival.

While Gorn do 'move around' within their societal role, they do not move outside it. Once an architect, always an architect, though the particular role within architecture may change over time.

The Gorn space service provides the most varied experience in terms of societal roles, going from combat assault to administrative within a term's notice. For many this is too much variety. Many prefer the predictability of set routines and after their single, mandatory first term of service, leave for the Citizenry.

In this case, the Gorn goes to some further specialized 2-year training period in the desired occupation. Just as with other Citizenry, the player chooses a profession and with the GM selects a Specialty Pool of relevant skills, assigning the following totals to some. Those totals are: (40, 25, 20, 15).

Add 5d10 to any choices from your Specialty Pool and INT/10 rd bonus rolls to any skill, new or old.

Advanced Curricula Training, +1 year.
Add another 75pts to your chosen Specialty Pool of skills.

Gorn do not Minor in secondary specialties, focusing only on their occupation.

CURRICULA VITAE

Career Table: The Who, What, Where and When.

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term repeat Steps 1 - 2. Consult the GM if you wish to roleplay a more veteran or green character.

Modifiers
Newbie +0
Early-career +2
Mid-career +4
Senior-career +6

1 Term Duration

Roll 1d10, round up or down. This is years at each post.

Roll against the Assignment Posting Table for each term, no modifiers.

2 Assignment Posting

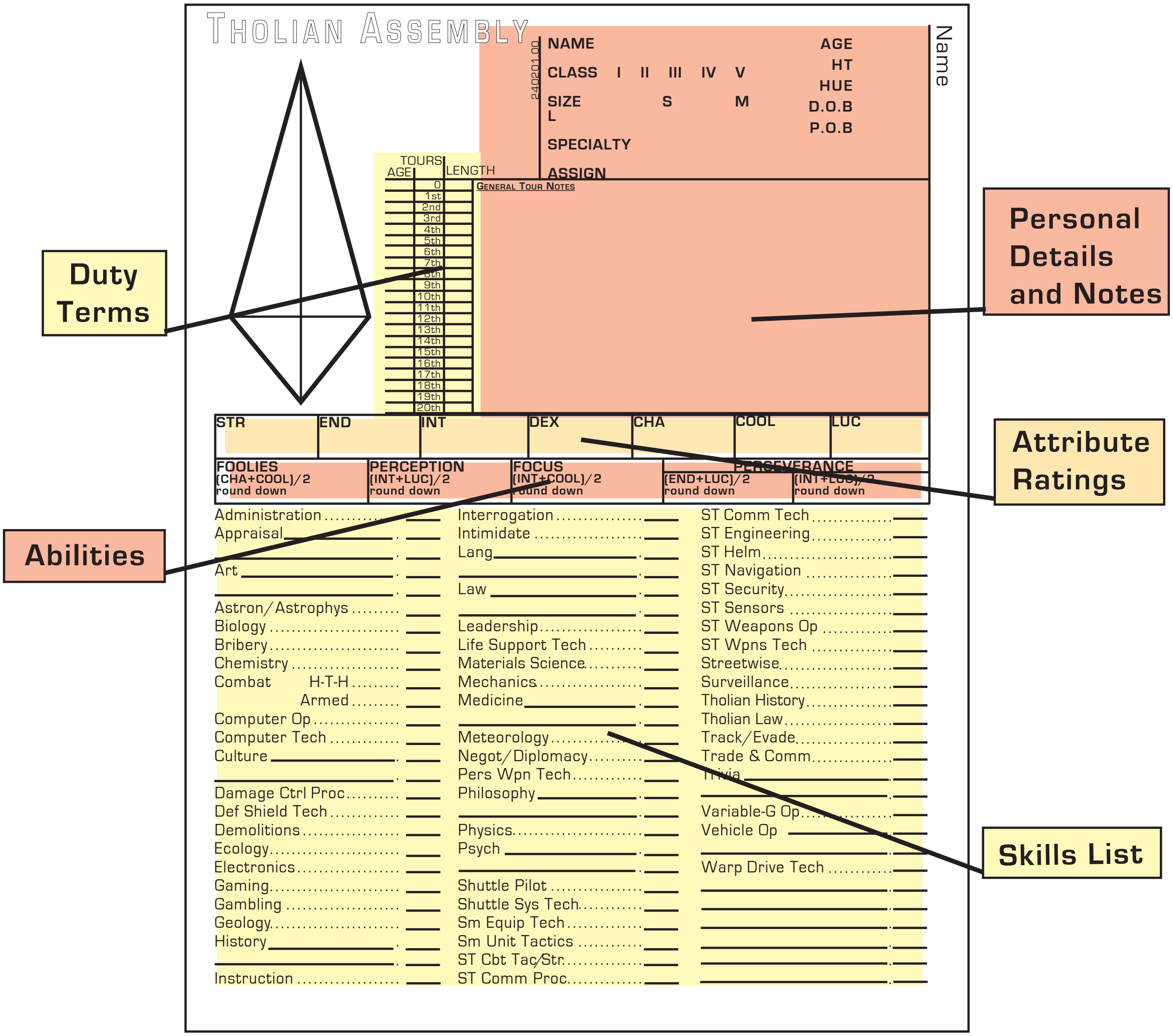
01 - 12 Local
13 - 24 Continental
25 - 37 Global
38 - 50 Intra-solar
51 - 62 Near World, 1d10/2 l.y.
63 - 75 Distant World, 10d10 l.y.
76 - 87 Space Station
88 - 00 Academia

Tally your final skill rolls.
1 Roll per year served **plus:**

MOD	Rolls
INT 90+	+2
INT 70-89	+1
LUC 50+	+1

Finally... What is your name? HT? WT? Name? What else?

Get yourself a pencil, eraser, ten-sided dice,
a character sheet and flip to the next page.



THOLIAN ASSEMBLY

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NAME
CLASS I II III IV V
SIZE S M L
SPECIALTY
ASSIGN

AGE
HT
HUE
D.O.B
P.O.B

Name

AGE	TOURS	LENGTH
	0	
	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	
	10th	
	11th	
	12th	
	13th	
	14th	
	15th	
	16th	
	17th	
	18th	
	19th	
	20th	

GENERAL TOUR NOTES

STR	END	INT	DEX	CHA	COOL	LUC

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	 (INT+LUC)/2 round down

Administration
Appraisal
Art
Astron/Astrophys
Biology
Bribery
Chemistry
Combat H-T-H
Armed
Computer Op
Computer Tech
Culture
Damage Ctrl Proc
Def Shield Tech
Demolitions
Ecology
Electronics
Gaming
Gambling
Geology
History
Instruction

Interrogation
Intimidate
Lang
Law
Leadership
Life Support Tech
Materials Science
Mechanics
Medicine
Meteorology
Negot/Diplomacy
Pers Wpn Tech
Philosophy
Physics
Psych
Shuttle Pilot
Shuttle Sys Tech
Sm Equip Tech
Sm Unit Tactics
ST Cbt Tac/Str
ST Comm Proc

ST Comm Tech
ST Engineering
ST Helm
ST Navigation
ST Security
ST Sensors
ST Weapons Op
ST Wpns Tech
Streetwise
Surveillance
Tholian History
Tholian Law
Track/Evade
Trade & Comm
Trivia
Variable-G Op
Vehicle Op
Warp Drive Tech

Generic Tholian Character Sheet

More options in Supplement S13: Adversary Character Sheets

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

Tholian Assembly

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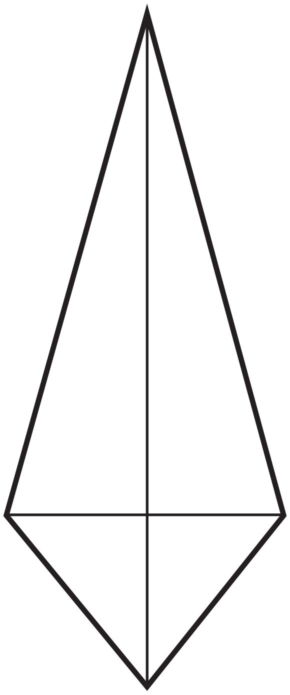
Name



NAME	**AGE**
CLASS I II III IV V	**HT**
SIZE S M L	**HUE**
	MASS
SPECIALTY	**VOL**
	D.O.B
ASSIGN	**P.O.B**

AGE	TOURS	LENGTH
	0	
	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	
	10th	
	11th	
	12th	
	13th	
	14th	
	15th	
	16th	
	17th	
	18th	
	19th	
	20th	

General Tour Notes

STR	END	INT	DEX	CHA	COOL	LUC

FOOLIES	PERCEPTION	FOCUS	PERSEVERANCE	
(CHA+COOL)/2 round down	(INT+LUC)/2 round down	(INT+COOL)/2 round down	(END+LUC)/2 round down	(INT+LUC)/2 round down

Administration .... ____
Appraisal ______________ . ____
______________ . ____
Art ______________ . ____
______________ . ____
Astron/Astrophys .... ____
Biology .... ____
Bribery .... ____
Chemistry .... ____
Combat H-T-H .... ____
__________ Armed .... ____
Computer Op .... ____
Computer Tech .... ____
Culture ______________ . ____
______________ . ____
Damage Ctrl Proc .... ____
Def Shield Tech .... ____
Demolitions .... ____
Ecology .... ____
Electronics .... ____
Gaming .... ____
Gambling .... ____
Geology .... ____
History ______________ . ____
______________ . ____
Instruction .... ____

Interrogation .... ____
Intimidate .... ____
Lang ______________ . ____
______________ . ____
Law ______________ . ____
______________ . ____
Leadership .... ____
Life Support Tech .... ____
Materials Science .... ____
Mechanics .... ____
Medicine ______________ . ____
______________ . ____
Meteorology .... ____
Negot/Diplomacy .... ____
Pers Wpn Tech .... ____
Philosophy ______________ . ____
______________ . ____
Physics .... ____
Psych ______________ . ____
______________ . ____
Shuttle Pilot .... ____
Shuttle Sys Tech .... ____
Sm Equip Tech .... ____
Sm Unit Tactics .... ____
ST Cbt Tac/Str .... ____
ST Comm Proc .... ____

ST Comm Tech .... ____
ST Engineering .... ____
ST Helm .... ____
ST Navigation .... ____
ST Security .... ____
ST Sensors .... ____
ST Weapons Op .... ____
ST Wpns Tech .... ____
ST Web Spinner Op .... ____
ST Web Spinner Tech ...... ____
Streetwise .... ____
Surveillance .... ____
Tholian History .... ____
Tholian Law .... ____
Track/Evade .... ____
Trade & Comm .... ____
Trivia ______________ . ____
______________ . ____
Variable-G Op .... ____
Vehicle Op ______________ . ____
______________ . ____
Warp Drive Tech .... ____
______________ . ____
______________ . ____
______________ . ____
______________ . ____

THOLIAN CHARACTER GENERATION

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA**.
For **LUC** roll 1d10. (**Cool** = 99) **PSI** =00 = N/A.
Otherwise apply the appropriate Modifiers below.

Note: COOL, LUC and PSI are always max 99 no matter the species.
No Attribute may modify below 01.

Modifiers	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Class I	*	-20	-	+20	**	99	1d10	00***

Maximums	STR	END	INT	DEX	CHA	COOL	LUC	PSI
Class I	109/149	79	99	109	99/24	99	10	00***

CONDITIONAL BONUS POINTS

Roll d%/2 rd

1. No more than 30pts to one Attribute
2. No Att may rise above Species Max.
3. PSI may not be modified.

*** Joint, +20, Piston,+50**
**** -75 to non-Tholians**
***** Tholians are essentially non-psionic. However, their Musica Tholia resembles Musica Psionica amongst themselves. See Book 2.**

THOLIAN PHYSIOLOGY AND MEDICAL NOTES

No provision can here be made for Class II and larger Tholians. At that point, Attributes become somewhat irrelevant. Suggest for END that a Class II is 10x STR/END than Class I with Class III 10x stronger than II and so on. By that point, you are into the realm of starship superstructure points.

Class I Tholians are roughly Human-sized/mass and can manifest as a single crystal or a multi-branching, fixed or articulated, structure. C1 tend to be drones, performing the toil that larger, less mobile Classes are able.

Despite their carapace, Tholians cannot survive in temperatures less than 300°F. Higher Tholian Categories can be designed for deep space.

AP = DEX/10 ru plus 1pt per limb,
not counting the 'head'.

DAMAGE

For jointed limbs

STR Dmg is +5 per hit for the hard-surface and density.

For piston-limbs

Force multiplier of (1d10) x STR Dmg is applied.

EX. (Roll of 1) x (5pts) = 5 damage.
(Roll of 5 x 5pts = 25 damage.
This simulates the instant actuator-style nature of the blow.

END Tholians are susceptible to precision strikes as any crystal. Their liquid nature allows them some flexibility and dampening of vibration across the carapace. Hammer blows do 2x damage. Roll LUC, FAIL = 3x dmg as the hammer hit a critical facet.

Laser energy can both be absorbed or reflected, Tholian choice. Laser heals 1/1 by melting chipped surfaces.
Phaser weapons do full damage.
Disruptor-type weapons do 2x dmg.

Psionics All Tholians are wholly immune to most all Psioinic effects. Telepaths find no mind. They are invisible to Empaths. They cannot be the target of ESP, though their surroundings can be. Carbon-based beings cannot touch a Tholian to teleport it. A Tholian of any size can be manipulated by a Telekinetic of appropriate ability.

CH 2: Knowledge Accumulation

Tholians have no schooling. They have no learning. Each gets the vibrations it needs to know the task that must be performed. Tholians do have independent minds, but they don't have free or leisure time as Humans understand it. In this way they are similar to the Gorn. yet even the Gorn pursue random thoughts.

Nothing about Tholians is random. Each does what it's supposed to and when. Together, Tholians resonate as a single clock. Individuals do have different skills and different levels. All Tholians have certain common skills at given levels. Every Tholian can defend itself, for example. The clockwork nature gives them natural Admin skills.

Tholians can be decades to millenia-old. As such, rather than skill points per year, Tholians are arranged into three age categories Young, Old, Ancient. Ancient drone workers are exceptionally rare for the difficult labors performed.

PROBABILITY	AGE		SKILL DICE
90%	YOUNG	(Decades)	75d10
08%	OLD	(Centuries)	150d10
02%	ANCIENT	(Millenia)	300d10

Schooling

As with other species, GM and player choose a specialty field, create a pool of skills to choose from and then assign or roll points within that pool. Various INT bonuses may apply

Finally... What's your name? Mass? Volume?
Ht? Wt? etc.

Tables built for UFP. GM should modify to suit the society.

The Time/Money Continuum

Age

Species	Base	Critical	Max
Andorian	32	85	196
Caitian	16	45	109
Edoan	28	75	175
Human	18	50	120
Tellarite	18	50	120
Vulcan	42	110	245

Ask your GM for the year and subtract your age for your Date of Birth.

To your Species Base Age, add the following.

What / Where	Years
Academy	4
College	4
Doctor, M.D.	3
Nurse, R.N.	2
Basic Training	2
Add'l Curriculae	1
Minor Branch	1
per Cadet Cruise	1
Active Duty Terms	*n*
Curricula Vitae	*n*
O.C.S.	2
Contact Team	1
Dept Head	1
Command School	2*

*unless 1st go to Dept Head in which case Command is 1yr and Dept Head is 1yr for 2 total.

The Aging Formula

Max Age = (Critical x 2) + (20% Critical) +1d10

Starting Age = (40% Critical) - 2.

Retirement

Starfleet Personnel may resign at any time. To earn Retirement Benefits, personnel must serve a minimum 20 years good service to earn half their current pay as their pension. Beginning with 31st year of service an additional 5% is added so that a full-pay pension is earned at 40 years service.

Critical Aging Effects

After every full 10 years over your Critical Age, subtract 1d10 each from **STR**, **END** and **DEX** unless a **LUC** save is made with a cumulative -10 per 10 years over Critical Age.

Or you can roll per year with a cumulative -01, risking 1pt loss per year instead of 1d10 over 10yrs.

Regardless if the LUC is successful, the rolled number is also subtracted from Species Max!

Credits to Navy Beans

1. Find your Rank and multiply your Pay by 3.

RANK	PAY
Flag	4800
Commodore	4000
Captain	3400
Commander	2800
Lt. Commander	2400
Lt.	2000
Yeoman 1st Class	1900
Lt. J.G.	1800
Yeoman 2nd Class	1700
Ensign	1600
Yeoman 3rd Class	1500
Warrant Officer	1200
Master Chief P.O.	1000
Senior Chief P.O.	800
Chief Petty Officer	700
Petty Officer, 1/2Cl	600
Enlisted 1/2 Class	500
Recruit	400

2. Roll 1d10/2 don't round and apply the die modifiers. The resulting number may not go below 1 or above 5.

MODIFIERS

LUC 90+	-2	Gambling 50+	-1
70+	-1	Trade & Commerce 50+	-1
40-	+1		

3. Divide your Multiplied Pay by this modifier.

4. Multiply that result by 1/2 (don't round) your Active Duty years.

5. This is your life's savings in Credits.

For Federation Citizenry, the GM shall determine the commensurate rank to find an appropriate Pay grade.

Starship Disposition 2240 - 2268

Slide the years forward or back to fit your campaign.

Note: If you roll Starship in 2267, roll on the 2266 chart. If you roll a destroyed Starship, make a LUC roll.
If Successful, you were transferred off the ship before its destruction.
If Failed, your best friend, relative or other was killed.
If you were previously assigned to one of those ships, you were transferred out for whatever reason sometime before their destruction.

	Constitution	Republic	Intrepid*	Farragut	Excalibur	Exeter	Constellation	Enterprise	Potemkin	Hood	Lexington	Yorktown	Defiant	Kongo	Eagle
2240	01-40	41-75	76-00												
2241	SHAKEDOWN			01-00											
2242	01-17	18-35	36-50	S	51-67	68-78	79-00								
2243	01-10	11-20	21-30	31-45	SHAKEDOWN			46-60	61-75	76-90	91-00				
2244	01-10	11-20	21-30	31-40	41-50	51-60	61-70	SHAKEDOWN				71-85	86-00		
2245	01-08	09-15	16-22	23-29	30-36	37-45	46-56	57-63	64-76	77-89	90-00	SHAKEDOWN			
2246	01-08	09-15	16-21	22-30	31-37	38-46	47-54	55-62	63-70	71-78	79-86	87-93	94-00		
2247	01-07	08-14	15-22	23-30	31-38	39-46	47-54	55-62	63-70	71-78	79-86	87-94	95-00		
2248	01-07	08-14	15-22	23-30	31-38	39-47	48-54	55-62	63-70	71-78	79-85	86-94	95-00		
2249	01-07	08-14	15-21	22-29	30-38	39-47	48-54	55-62	63-70	71-78	79-85	86-93	94-00		
2250	01-05	06-10	11-15	16-22	23-28	29-34	35-45	46-56	57-67	68-78	79-89	90-94	95-00		
2251	REFIT			01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-00		
2252	01-08	09-16	17-24	REF	25-33	34-42	43-51	52-60	61-69	70-78	79-87	88-94	95-00		
2253	01-10	11-20	21-30	31-40	REFIT			41-50 Talos IV	51-60	61-70	71-80	81-90	91-00		
2254	01-11	12-22	23-34	35-46	47-58	59-70	71-82	REFIT				83-94	95-00		
2255	01-09	10-18	19-26	27-36 200 K.I.A.	37-46	47-56	57-66	67-76	77-86	87-92	93-00	REFIT			
2256	01-07	08-15	16-22	23-30	31-38	39-46	47-55	56-64	65-72	73-80	81-89	90-95	96-00		
2257	01-08	09-16	17-23	24-29	30-37	38-45	46-53	54-61	62-69	70-77	78-85	86-92	93-00		
2258	01-05	06-10	11-15	16-20	21-30	31-40	41-50	51-55	56-65	66-75	76-85	86-90	91-00		
2259	01-05	06-12	13-18	19-25	26-32	33-40	41-45	46-50	51-55	56-70	71-80	81-90	91-00		
2260	01-07	08-14	15-21	22-28	29-35	36-42	43-47	48-50	51-55	56-63	64-70	71-78	79-85	86-00	
2261	01-08	09-14	15-22	23-29	30-35	36-41	42-46	47-50	51-55	56-63	64-70	71-78	79-85	S	86-00
2262	REFIT			01-09	10-18	19-27	28-36	37-45	46-54	55-64	65-73	74-82	83-91	92-00	S
2263	01-05	06-10	11-15	REF	16-20	21-25	26-35	36-40	41-50	51-58	59-65	66-74	75-80	81-90	91-00
2264	01-08	09-16	17-24	25-32	REFIT			33-41	42-50	51-58	59-66	67-75	76-83	84-91	92-00
2265	01-15	16-22	23-29	30-38	39-50	51-60	61-67	REFIT				68-73	74-81	82-89	90-00
2266	01-05	06-14	15-20	21-32	33-40	41-44	45-50	51-59	60-69	70-80	81-89	REFIT		90-95	96-00
2267	Lost All Hands	01-18	Lost All Hands	19-24	Lost All Hands	Plague Ship Scrapped	25-32	33-45	Lost All Hands	Severe Damage	46-59	60-69	70-79	80-89	90-00
2268		01-25		26-39			40-50	51-59			60-67	68-78	Lost All Hands	79-84	85-00

*While Intrepid is primarily Vulcanian, non-Vulcan Officers do serve aboard.

Consult your GM.

Officer's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

≤ 01	Major Award, Goto Table 2
02 - 05	Minor Award, Goto Table 3
06 - 10	Commendation, Goto Table 4
11 +	No mention this term.

Table 1 Modifiers

Assignment	Starship	-10
	ContactTeam	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	**EX**emplary	-10
	OUtstanding	-05
	AVerage	---
	POor	+10
Attributes	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Admiral	-20
	Commo	-15
	Captain	-10
	Lt/Full Cmdr	-05
	Lt, J.G. or Ens	+/-0

A note about **PO**or Ratings.

Rolling **Major Award** grants nothing as your **PO** rating precludes this honor.

If a **Commendation** is rolled, you have actually received a **Reprimand** instead.

A **PO** rating can never achieve positive recognition during that Term.

Exception: If a Minor Award is indicated on Table 1 and a Major Award then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your **PO** rating is converted to **EX** for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2 **Major Award (Goto Table 5.1 next)**

For Exemplary Service to the Federation, you are awarded:

01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03 - 04	Legion of Honor, with Cluster
05 - 06	Legion of Honor, First Class
07 - 20	Grankite Order of Tactics, Captains only, re-roll
21 - 30	Starfleet Decoration for Conspicuous Gallantry
31 - 40	Starfleet Decoration for Gallantry
41 - 50	Starfleet Decoration for Conspicuous Valor
51 - 60	Starfleet Decoration for Valor
61 - 75	Starfleet Honor Roll
76 - 00	2 Minor Awards. Roll twice on Table 3, ignore rolls of 01-02.

Table 3 Minor Award (Goto Table 5.1 next)

For Superior Service to the Federation, you are awarded:

01 - 02	Major Award, Goto Table 2
03 - 06	Karagite Order of Heroism
07 - 10	Prantares Ribbon of Excellence
11 - 15	Starfleet Citation for Conspicuous Gallantry
16 - 23	Starfleet Citation for Gallantry
24 - 30	Starfleet Citation for Valor
31 - 70	Starfleet Purple Heart, Goto Table 5.3
71 - 85	Gold Palms
86 - 00	Silver Palms

Table 4 Commendation (Goto your next term assignment)

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Major Award, Goto Table 2
02	Minor Award, Goto Table 3
03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.1 Attachments

Major and Minor awards may have the following Appurtenances and Devices attached to them. For every award received, roll below and note that the Medal and Legion of Honors are immune to the effects of this table.

01 - 02	Cluster, Highest form of an award
03 - 05	Class of Excellence
06 - 10	First Class of an Award
11 - 20	Second Class of an Award
21 - 00	No attachment

Table 5.2 Special Awards

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.

Table 5.3 The Purple Heart

Roll	What happened?	
01 - 10	Mortal Wound*	You live, but damage is too severe for healing. **Permanently** lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.** If very bad, damage may be split across Attributes in consultation with the GM.
11 - 25	Major Wound***	Lose 1d10 from one Attribute, *per Mortal* Wound. Can be regained with training, but Species Maximum is forever out of range.
26 - 50	Serious Wound	Lose 1d10/3 rd from STR, END *or* DEX. Can be regained with training and without penalty.
51 - 00	'Tis but a scratch.	Take your crummy medal and get outta here. Actual sick people needed that bed. Jerk.

*A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck in an accident. Roll 1d10 for the Attribute affected.

1 - 2	**STR** (odd) or **END** (even)
3 - 4	**INT** (odd) or **PSI** (even)
5 - 6	**DEX**
7 - 8	**CHA**
9 - 0	**COOL**

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score AND your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

These results retroactively modify your Term Assignment.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are put on staff as an Instructor or other duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Enlisted and NCO's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

< 01	**Major Award,** Goto Table 2
02 - 03	**Minor Award,** Goto Table 3
04 - 05	**Commendation,** Goto Table 4
06 +	**No mention this term.**

Table 1 Modifiers

Assignment	Starship	-10
	ContactTeam	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	**EX**emplary	-10
	OUtstanding	-05
	AVerage	---
	POor	+10
Attributes	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Warrant	-20
	M.C.P.O	-15
	S.C.P.O.	-10
	C.P.O	-05

A note about POor Ratings.

Rolling **Major Award** grants nothing as your **PO** rating precludes this honor.

If a **Commendation** is rolled, you have actually received a **Reprimand** instead.

A **PO** rating can never achieve positive recognition during that Term.

Exception: If a Minor Award is indicated on Table 1 and a Major Award then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your **PO** rating is converted to **EX** for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2 **Major Award**

For Exemplary Service to the Federation, you are awarded:

01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03	Legion of Honor, with Cluster
04	Legion of Honor, First Class
05 - 20	Starfleet Decoration for Conspicuous Gallantry
21 - 35	Starfleet Decoration for Gallantry
36 - 50	Starfleet Decoration for Conspicuous Valor
51 - 65	Starfleet Decoration for Valor
66 - 80	Starfleet Honor Roll
81 - 00	2 Minor Awards. Roll twice on Table 3, ignore a roll of 01.

Table 3 Minor Award

For Superior Service to the Federation, you are awarded:

01	Major Award, Goto Table 2
02	Karagite Order of Heroism
03	Prantares Ribbon of Excellence
04 - 10	Starfleet Citation for Conspicuous Gallantry
11 - 20	Starfleet Citation for Gallantry
21 - 30	Starfleet Citation for Valor
31 - 40	Starfleet Purple Heart, Goto Table 5.3
41 - 70	Gold Palms
71 - 00	Silver Palms

Table 4 Commendation (Goto your next term assignment)

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Minor Award, Goto Table 3
02 - 03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.2 Special Awards

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.

Table 5.3 The Purple Heart

Roll	What happened?	
01 - 15	Mortal Wound*	You live, but damage is too severe for healing. **Permanently** lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.** If very bad, damage may be split across Attributes in consultation with the GM.
16 - 30	Major Wound***	Lose 1d10 from one Attribute, *per Mortal* Wound. Can be regained with training, but Species Maximum is forever out of range.
31 - 60	Serious Wound	Lose 1d10/3 rd from STR, END *or* DEX. Can be regained with training and without penalty.
61 +	'Tis but a scratch.	Take your crummy medal and get outta here. Actual sick people needed that bed. Jerk.

* A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck!
Roll 1d10 for the Attribute affected.

1 - 2	**STR** (odd) or **END** (even)
3 - 4	**INT** (odd) or **PSI** (even)
5 - 6	**DEX**
7 - 8	**CHA**
9 - 0	**COOL**

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score AND your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

These results retroactively modify your Term Assignment.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are assigned staff duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Life Path and Events

Gorn, K'Zin and Tholians do not use the primary table, below. Consult S13: Adversary Sheets for further details on their charts.

Lifepath and Events

For the Academy, each Cadet Cruise and Active Duty Term, roll 1d10 on this table

1 - 2	Lucky Dog/Headaches
3 - 5	Friends/Enemies
6 - 7	Romance
8 - 0	Nihil/Nada/Zip/Zilch -Oh my.

As adopted, adapted and fizzbin'ed from R. Talsorian's Cyberpunk 2020 Lifepath Charts. All Praises to the Pondsmith. Hail! Hail! Hail!

Tables built for UFP. GM should modify to suit the society. See above.

LUCKY DOG / HEADACHES: ROLL 1D10

1 - 5 Lucky Dog

1	Windfall	Roll 1d10 x 1000cr
2	Big Creds	Roll 1d10 x 10kcr
3	Senseii	Add 2d10 to a new Cbt skill or 1d10 to an existing skill
4	Mentor	Add 2d10 to a new skill or 1d10 to an existing skill
5	Trainer	Add 1d10/2 rd to any Attribute, except LUC or PSI

6 Friend in Starfleet Command
7 Starbase Staffer owes you a favor
8 Call on Friendly Locals for a favor
9 Civilian Friend, Local base/station
0 Authority Friend on local planet

6 - 0 Headaches

1 Lose 1d10 x 100cr. Can't pay? I hear the sound of bone knitters working on your legs.

2 Brig/Prison. Local trouble or shipboard. You got out of it. Any lasting effects?

3 Illness. You caught something harsh. Any lasting effects?

4 Betrayed. Trusted ally in a personal or professional capacity turned on you.

5 Accident. Roll on page 60, Table 5.3. Adjust your Duty Terms with the GM.

6 Lover, friend or relative killed in the line of duty, died naturally or by other means.

7 Falsely accused of one thing or another. Set up personally or professionally.

8 More local trouble. Remember that time? No? Local authorities still have questions.

9 You ruffled the feathers of some big professional or bureaucratic so-and-so.

0 Relapse. Remember that *other* time you got real sick? No? Your body does.

FRIENDS AND ENEMIES: ROLL 1D10

1 - 5 Friend

1 Like a Big Brother/Sister
2 Like a Kid Brother/Sister
3 Like a Parent/Grandparent
4 Mentor
5 Colleague
6 Former Lover
7 Former Enemy
8 Relative
9 Childhood Friend
0 Common Interest

6 - 0 Enemy

1 Ex-friend
2 Ex-lover
3 Relative
4 Childhood Rival
5 Underling
6 Boss
7 Colleague
8 Starbase Staff
9 Planetary Official
0 Locals

Attitudes

1 - 4	They hate you
5 - 7	You hate them
8 - 0	It's Mutual

Why?

1 Lost face
2 Loss of lover, friend, relative
3 Major humiliation
4 Accused of cowardice or flaw
5 Caused physical harm
Roll page 60, Table 5.3
6 Desertion/Betrayal
7 Refused professional/personal
8 Don't like each other
9 Romantic rival
0 Foiled grand plans

ROMANCE:

Roll 1d10

1 - 4 Happy
5 Tragic
6 - 7 Problems
8 - 0 Fast Times

Happy

What need say more?

Fast Times

'Nuff said!

Problems

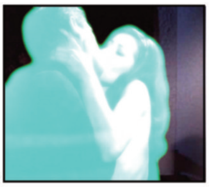
1 Lover's friends/family hate you
2 Lover's friends/family seek to split
3 Your friends/family hate them
4 Your friends/family seek to split
5 Apart for long periods of time
6 Constant fights
7 Rivalry/Conflicting goals/histories
8 One is insanely jealous
9 One is messing around
0 Ultimately, just plain incompatible

Tragic

1 Killed; Accident/Line of Duty
2 Lover vanished or kidnapped
3 Unrequited love, one or both
4 Lover is space-doppleganger
5 Lover is space-robot/Android
6 Incompatible anatomy/DNA
7 Lover went insane/suicide
8 Lover is exiled or imprisoned
9 Lover is notorious historical figure
0 Rival cut you out of the loop

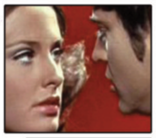
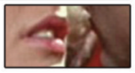
SOCIAL WORKER KILLED

EDITH KEELER



Feelings, nothing more than

1 They still love you
2 You still love them
3 You still love each other
4 You hate them
5 They hate you
6 You hate each other
7 You remain friends
8 It's over. Dead Inside/Ambivalent
9 You like them, they hate you
0 They hate you, you like them

* ADVERSARIES-ONLY *

THESE RESULTS MAY MODIFY YOUR CURRENT TERM ASSIGNMENT

PURPLE HEART

Remember the old, Klingon adage:
"The weak should die. Only the strong should live."
>>> These tables will easily kill anyone rolling on them! <<<

"Fizz - eee - kull There's - a - pea?"
Qapla', Targs'es!

Roll	What Happened?	
01 - 10	Ultra-Fatal	Per Fatal Wound, but 10d10(10d10) instead.
11 - 25	Fatal Wound	Per Mortal Wound, but 1d10(10d10) across ALL Attributes, except LUC, PSI
26 - 40	Mortal Wound*	You live but damage is too severe for healing. PERMANENTLY lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.**
41 - 65	Major Wound***	Lose 1d10 from one Attribute per Mortal Wound. Can be regained with training, but Species Maximum is forever out of range.
66 - 80	Serious Wound	Lose 1d10/3 rd from natural rating: STR, END, or DEX. Can be regained with training and without penalty.
81 - 00	'Tis but a Scratch	Take your crummy Purple Heart and get outta here. Genuinely sick people needed that bed, ya jerk!

*A Ultra/Fatal/Mortal Wound may not necessarily kill, but likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required. Fatal Damage can be evenly split across Attributes or piled-on per GM Discretion.

**You are Ultra/Fatally/Mortally struck!
Roll 1d10 for the Attribute affected.

1 - 2	STR or END (roll odd/even)
3 - 4	INT or PSI (roll odd/even)
5 - 6	DEX
7 - 8	CHA
9 - 0	COOL

1d10 damage is subtracted from your Species Max (or 99), not your natural rating. You roll to see that your STR is affected and by a 50pt loss! Your pre-accident STR was 70. Subtracting 50 from your Human Max of 99 is your new STR 49.

That difference is 21 points lost to your STR 70 and you can never raise your STR to 50+ If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

CONDITION	MAKE YOUR LUC ROLL FOR HEALING TIME			
	CRIT SUCC	SUCC	FAIL	CRIT FAIL
SCRATCH	1d10/2 days	1d10 days	1d10/2 weeks	1d10 weeks
SERIOUS	1d10 days	1d10/2 weeks	1d10 weeks	2d10 weeks
MAJOR	1d10 weeks	1d10/2 months	1d10 months	2d10 months
MORTAL	1d10/2 years	1d10 years	10d10 years	Never
ULTRA / FATAL	1d10 years	10d10 years	Never	Never and a day

*** A Major Wound subtracts 1d10 from both your current Attribute and Species Maximum. In this case, your current damage can be healed with training, but you can never break that lost Max value.

USING THESE TABLES

Permanent scarring is the only kind of medal this collection of villains tends to notice or have respect for.

Suggest per Tour roll 1d10. On a 1, roll vs. Purple Heart.

Tables built for UFP. GM should modify to suit the society.

Heredity and Family Status

All rolls on these Lifepath tables should be considered as suggestions to help bring your character into sharper focus. Consult with the GM for a more tailored experience. Apply fudge as needed to make a good story in consultation with your GM.

HOMEWORLD	
1	Starbase*
2	Colony World, Lg/Sm*
3	Primary Federation World
4	Research Station, Lg/Sm*
5	Fringe World
6	Lone Outpost*
7	Shipwrecked, 1d10 years
8	Shipboard
9	Major Space Station*
0	Non-Member World

Conditions	
1 - 2	Environmental Dome(s)
3 - 4	Open air, Natural
5 - 6	Open air, Terraformed
7 - 8	Underground, Shallow/Deep
9 - 0	Seafaring

As adopted, adapted and fizzbin'ed from R. Talsorian's Cyberpunk 2020 Lifepath Charts. All Praises to the Pondsmith. Hail! Hail! Hail!

*Establishment as of Character's time there:
Colony Worlds are 10d10 Years Old
Outposts/Stations/Bases are 1d10 yrs/decades. (GM Discretion)

FAMILY	
1 - 3	Common Folk
4	Leadership, Local/Planetary
5	Bureaucrat/Diplomat
6	Scientist/Researcher
7	Famous/Infamous
8	Law Enforcement/Criminal
9	Starfleet/Federation
0	Merchant/Nomadic

Status	
1 - 4	Danger
5 - 0	Okay

Danger	
1	Lost All to Betrayal
2	Lost All to Mismanagement
3	Exiled/Driven from Home
4	Imprisoned, Only You Escaped
5	Vanished, Only You Escaped
6	Long Term Conspiracy/Org
7	Died, Only You Survived
8	Scattered by Misfortune
9	Hereditary Feud
0	You Inherited Family Debt

PARENTS	
1 - 4	Both Alive
5 - 6	One Dead
7 - 8	Both Dead
9	Separated, One Alive
0	Separated, Both Alive

Condolences	
1	Died in War
2	Died in Accident
3	Died of Natural Causes
4	Estranged
5	Have Amnesia
6	Never Knew Them
7	Hiding, Protecting You
8	Gave you to Adoption
9	Sold/Bartered You
0	Raised by Relations

Childhood	
1	On the Street
2	Utopia
3	Starfleet
4	Outskirts
5	Military Zone
6	Post-War Cleanup
7	Small Village
8	Large City
9	On the Water
0	Restricted Zones

Siblings	
1 - 7	# Siblings
8 - 0	Only Child

Roll for Each

Living	
1 - 6	Yes
7 - 9	No
0	Unknown

Age	
1 - 4	Older
5 - 9	Younger
0	Twin

Feelings	
1 - 2	Dislikes You
3	Hates You
4 - 6	Neutral
7	Loves You
8 - 9	Likes You
0	Hero Worships

Standing	
1 - 3	Active
4 - 7	Passive
8 - 0	Estranged

Heredity and Family Status

Federation Homeworlds

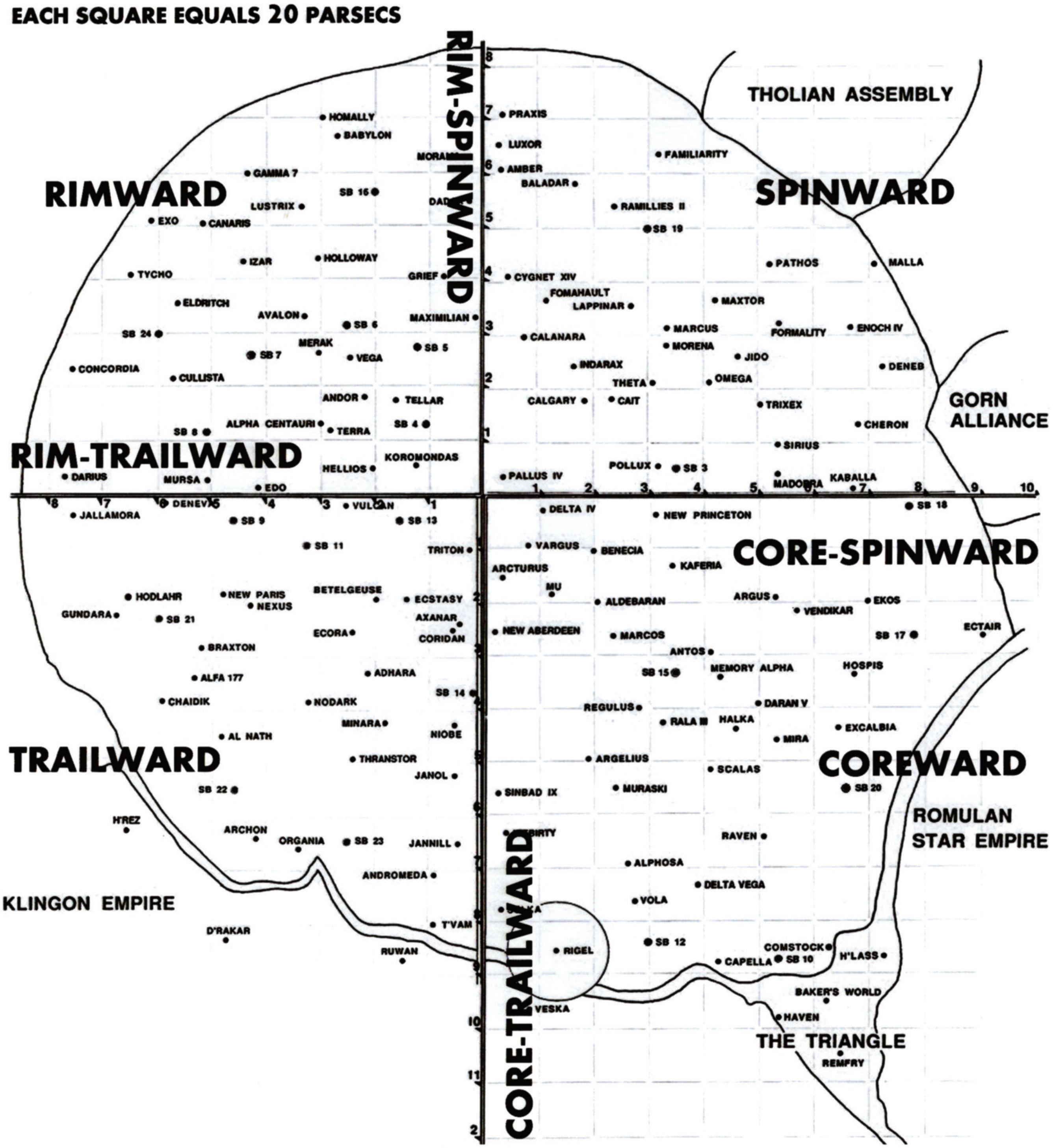
This Appendix contains 700+ worlds to inspire you with a home for your character.

Many worlds have detailed descriptions in Book 3, Memory Bank Alpha. All worlds have basic information laid out here as to their location, population, size, resources and more.

Homeworld Dice Chart roll 1d10

1 - 8	Federation, goto page 69
9 - 0	Triangle, goto page 78

If you find this and the Heredity tables clash, use each as flavor to drive your final decisions.


EACH SQUARE EQUALS 20 PARSECS
RIM-SPINWARD
THOLIAN ASSEMBLY
RIMWARD
SPINWARD
GORN ALLIANCE
RIM-TRAILWARD
CORE-SPINWARD
TRAILWARD
COREWARD
ROMULAN STAR EMPIRE
KLINGON EMPIRE
THE TRIANGLE
CORE-TRAILWARD
HOMALLY
BABYLON
MORA
GAMMA 7
SB 16
DAD
LUSTRIX
EXO
CANARIS
IZAR
HOLLOWAY
TYCHO
GRIEF
ELDRITCH
AVALON
MAXIMILIAN
SB 24
SB 6
MERAK
SB 7
VEGA
SB 5
CONCORDIA
CULLISTA
ANDOR
TELLAR
ALPHA CENTAURI
TERRA
SB 8
SB 4
KOROMONDAS
HELLIOS
DARIUS
MURSA
EDO
PRAXIS
LUXOR
AMBER
BALADAR
FAMILIARITY
RAMILLIES II
SB 19
PATHOS
MALLA
CYGNET XIV
FOMAHAULT
LAPPINAR
MAXTOR
MARCUS
MORENA
FORMALITY
ENOCH IV
CALANARA
JIDO
INDARAX
DENEB
THETA
OMEGA
CALGARY
CAIT
TRIXEX
CHERON
SIRIUS
POLLUX
SB 3
PALLUS IV
MADOBRA
KABALLA
8
7
6
5
4
3
2
1
10
DENEV
VULCAN
JALLAMORA
SB 9
SB 13
SB 11
TRITON
HODLAHR
NEW PARIS
NEXUS
BETELGEUSE
ECSTASY
GUNDARA
SB 21
AXANAR
ECORA
CORIDAN
BRAXTON
ALFA 177
ADHARA
SB 14
CHAIDIK
NODARK
MINARA
NIOBE
AL NATH
THRANSTOR
JANOL
SB 22
H'REZ
ARCHON
ORGANIA
SB 23
JANNILL
ANDROMEDA
D'RAKAR
T'VAM
RUWAN
11
DELTA IV
NEW PRINCETON
SB 18
VARGUS
BENECIA
KAFERIA
ARCTURUS
MU
ALDEBARAN
ARGUS
EKOS
VENDIKAR
NEW ABERDEEN
MARCOS
SB 17
ECTAIR
ANTOS
SB 15
MEMORY ALPHA
HOSPIS
REGULUS
DARAN V
RALA III
HALKA
EXCALBIA
MIRA
ARGELIUS
SCALAS
SINBAD IX
MURASKI
SB 20
BIRTY
RAVEN
ALPHOSA
DELTA VEGA
VOLA
KA
RIGEL
SB 12
COMSTOCK
CAPELLA
SB 10
H'LASS
BAKER'S WORLD
VESKA
HAVEN
REMFRY

INHABITED WORLDS

Roll percentiles against the following pages.
Each grouping has a different number of planets.
Divide that by 1d10 or simply choose one.

Name: The world's proper name.
System: The name of the planetary system in which the world resides.
Location: System's map coordinates.
Race: Predominant racial type [Andorian (Andor), Caitan (Cait), Alpha Centauri (Cent), Cygnian (Cygn), Deltan, Edoan, Human or Humanoid, Mixed, Non-Humanoid (NHum), Tellarite (Tellar), or Vulcan].
Pop: Estimated population in billions of inhabitants as of 2/2306.01.
Status: Planet's current political status [associate Federation member (AS), full-status member (FS), Federation colony world (Col), independent world (Indep), quarantined world (Quar), or protected world under the Prime Directive (PDir)].
Profile: Major planetary concerns [agriculture (Ag), entertainment (En), cultural (Cl), industry (In), mining (Mn), naval support base for Star Fleet (Nv), shipbuilding (Sh), science (Sc), trade center (Tr), or other special or unknown considerations (X)].

Some planets do not make suitable choices.

FEDERATION PLANETARY SYSTEMS
INHABITED WORLDS

	World Name	System Name	Location	Race	Pop	Status	Profile
01	Abyss	Abyss Alpha	3.72S 5.53W	Vulcan	1.10	AS	Ag Sc
	Adhara	Epsilon Canaris	3.53S 2.26W	Human	4.30	Indep	Sc
	Adoss	Gamma Emerata	2.21N 2.37E	Vulcan	0.25	Col	Ag Sc
	Aesa IX	Aesa	3.77N 3.26E	Vulcan	1.35	AS	In Sc Tr
	Albireo	Beta Cygni	3.27N 1.97W	Human	6.50	FS	Ag In
02	Aldebaran	Alpha Tauri	2.01S 2.01E	Human	7.25	FS	Cl In
	Alfa 177	Alpha Honorus	3.51S 5.26W	Human	0.04	AS	Cl In Sc Tr
	Alpha III	Alpha Canaris	0.93N 1.62W	Human	6.56	FS	Cl In Tr
	Alpha Majoris II	Alpha Majoris	2.82N 0.97W	Human	5.50	FS	Cl Tr
	Alpha Proxima II	Dnoces	0.21S 2.49W	Human	0.03	FS	Cl Sc Tr
03	Alpha Centauri	Al Rijil	1.27N 2.92W	Cent	21.50	FS	Cl Sc Sh Tr
	Altair	Alpha Aquilae	3.02N 0.99E	Human	7.00	FS	Cl In Tr
	Amber	Beta Rigalia	6.05N 0.27E	Cent	2.25	AS	Ag Nv Tr
	Amerind	Epsilon Beta	5.78N 4.52E	Human	0.05	PDir	X
	Anchor	Beta Hydra 378	5.90N 3.27E	Tellar	0.37	AS	Ag Nv Tr
04	Andor	Epsilon Indi	1.82N 2.22W	Andor	10.17	FS	Cl Nv Sh Tr
	Antares	Alpha Scorpii	2.02N 1.79E	Human	4.00	FS	Cl Nv Tr
	Antipathy IV	Antipathy	1.91N 2.25W	Andor	2.48	Col	Ag
	Antos	Socratii	2.99S 4.12E	Human	5.00	Indep	Sc
	Apollonia	Alpha Sigma	4.44N 6.37E	Mixed	1.38	Col	Ag IN
05	Aplithin	Pithecus Majorus	7.16S 2.40W	NHum	2.75	FS	Nv Sh Tr
	Arcturus	Alpha Bootis	1.48S 0.39E	Human	8.50	FS	Cl In Nv Tr
	Ardana	Mu Leonis	0.98N 6.12E	Human	2.25	FS	Cl Tr
	Argelius	Rho Magnin	5.18S 1.97E	Human	1.75	AS	Cl En Nv Tr
	Ariannus	Arianna	2.33N 3.39E	Human	0.01	AS	Cl Tr
	Avalon	Ceberhardt	3.25N 3.25W	Human	1.25	AS	Ag In Nv
	Axanar	Delta Orcus	2.46S 0.47W	Human	0.10	PDir	X
06	Babel	Wolf 424	3.98S 3.18E	Human	0.01	AS	X
	Babylon	Babylus	6.70N 2.75W	Mixed	0.0001	Col	In Nv Tr
	Baladar	Beta Indi	5.82N 1.77E	Andor	0.37	AS	Ag In Tr
	Barabas	Baran	4.42N 0.29E	Andor	7.59	FS	Cl Tr
	Bardex III	Bardex	2.02N 3.21W	Mixed	4.58	FS	Ag Cl Nv Tr
07	Barrony	Zeta Hydra 281	4.77N 2.92E	Mixed	1.26	AS	Ag Mn Nv Tr
	Barsoom	Delta Gamma	1.01N 5.79W	Mixed	0.20	FS	Ag Mn Nv Tr
	Baxter's World	Beta Minora	3.47N 2.22E	Tellar	0.02	Col	Ag Mn
	Benecia	Delta Majoris	1.01S 2.01E	Mixed	0.27	FS	Ag Tr
	Berengaria V	Berengaria	2.98N 2.27E	Mixed	1.50	AS	Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
08	Beta III	6-11	6.18S 4.82W	Human	6.00	AS	Tr
	Beta Prime	Beta Leonis	1.81N 2.73W	Andor	0.04	AS	Ag In Mn Tr
	Blackart	Alpha Vergoris	6.27N 3.52E	Tellar	0.01	Col	Mn
	Blithinia	Boron 437	6.02N 2.99E	Tellar	0.01	Col	Mn
	Bonanza	Aegis Aquilia	4.45N 4.47W	Mixed	0.35	AS	In Mn Nv Tr
09	Borigris	Borigrass	2.07S 3.82W	Mixed	2.48	AS	In Mn Tr
	Borom	Alpha Quarram	1.83S 4.22W	Andor	5.87	FS	Cl In Tr
	Braxton	Zeta Minoris	2.89S 5.17W	Andor	2.91	Col	Ag In Mn
10	Cait	Caitia	1.80N 2.16E	Cait	7.65	FS	Cl In Sh Tr
	Callista	Beta Aurigae	2.07N 5.82W	Vulcan	4.75	FS	Ag Tr
	Calsa	Wolf 346	1.77S 2.28W	Vulcan	3.25	FS	Ag In Tr
	Camus	Beta Tauri	1.07S 0.89E	Human	1.25	FS	In Nv
	Calanara	Beta Leonis	2.95N 0.77E	Vulcan	1.01	FS	In Nv
11	Calgary	Griswald 3489	1.75N 1.88E	Mixed	2.47	FS	Ag Nv Tr
	Canaris	Scorpi Maxima	5.05N 5.22W	Andor	2.00	FS	Ag Mn
	Candide	Candida	2.05N 6.14E	Human	0.75	Col	Mn Tr
	Canopus	Beta Geminorum	3.30N 1.27E	Andor	10.01	FS	Cl In Nv Tr
	Capella	Alpha Aurigae	8.75S 4.25E	Human	1.03	FS	In Nv
12	Castor Fields	Castora	0.64N 6.15E	Mixed	1.00	AS	Cl En Tr
	Castrola IX	Castrola	1.02N 5.89E	Mixed	0.78	AS	Ag Mn
	Cavala	Beta Forminia	3.72N 4.21W	Andor	5.33	FS	Ag Tr
	Cavalier	Calka	1.67S 0.51E	Human	0.12	AS	Ag Cl En
	Ceopus	Aecupus	5.09N 1.12W	Human	2.25	FS	Cl Tr
13	Cestus III	Cestus	3.29N 8.54E	Mixed	1.01	FS	Mn Tr
	Charlemagne	Aquilla Scorpi	2.63N 7.66E	Human	1.15	FS	In Nv Tr
	Cheleb	Beta Ophiuchi	1.22N 4.27E	Tellar	4.01	FS	In Mn
	Cheron VI	Cheron	1.27N 6.78E	Human	1.00	FS	Ag Mn Tr
	Cochrane I	Zeta Riguli	2.73S 5.23W	Mixed	2.83	FS	Cl In Tr
14	Cochrane II	Gamma Delta 125	2.77N 3.36W	Mixed	1.48	FS	Ag Cl Nv
	Cochrane III	Delta Canarus	4.54N 4.73W	Andor	2.46	FS	Cl Tr
	Commissariate	Beta Trianguli	5.07N 2.25W	Mixed	1.56	AS	Ag
	Concordia	Gamma Palabus	2.36N 7.53W	Mixed	2.35	FS	Ag Cl Tr
	Coromindas	Corom	3.78N 3.22W	Tellar	2.33	FS	Ag Nv
15	Coridan	Danthos	2.70S 0.91W	Human	0.10	PDir	X
	Covdival	Cordival	7.22N 0.21E	Human	1.49	AS	Nv Tr
	Crassenia	Crovala 173	2.68S 2.44W	Tellar	2.00	AS	Mn
	Crassus	Ambiphon	2.78N 5.32W	Human	2.99	FS	Nv Tr
	Crater's World	Gamma Zeta IV	4.45S 6.01W	Human	0.01	AS	Sc
16	Cremindas	Beta Rigala	4.31N 4.22E	Deltan	1.10	AS	Cl Sc
	Crimilak	Alpha Coranda	3.77N 4.77E	Deltan	2.29	FS	Cl In Sc
	Cromidia	Gamma Ophiuchi	1.17N 6.91E	Human	1.12	FS	Mn Nv
	Curiosity	Pharos 625	2.47N 5.55E	Deltan	2.37	FS	Cl Sc
	Cyclopus	Verigus K	8.00S 6.82E	Human	0.12	AS	AG
	Cygnet XIV	Cygnus	4.05N 0.41E	Cygn	4.25	FS	Cl In Sc
17	Dadax	Dextera 273	5.47N 0.25W	Mixed	2.00	FS	Sc Tr
	Daidaem	Gamma Hydra 371	4.55N 0.78E	Mixed	3.25	FS	Cl Sc Tr
	Dalanda V	Dalanda	6.58N 1.72E	Mixed	1.37	AS	Mn Tr
	Danton Major	Danton	2.47N 4.32E	Deltan	2.38	FS	Cl In Sc Tr
	Daran V	Daran	3.88S 4.93E	Mixed	4.50	FS	Cl In Nv Sc
18	Darius III	Delta Darius	0.34N 7.78W	Deltan	7.25	FS	Cl En
	Darmal	Darmius	0.66N 3.69E	Mixed	3.48	AS	En X
	Dartanian	Ti Che	4.68S 3.39E	Mixed	4.28	AS	Nv X
	Delta IV	Delta Principius	0.21S 1.02E	Deltan	8.52	FS	Cl
	Delta Vega	Trimordidion	7.27S 4.02E	Human	0.07	AS	In Mn Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
19	Democritus	Demos 372 Alpha	3.58S 3.74W	Human	2.48	FS	Cl In Nv
	Demoiselle II	Demoiselle	3.22N 2.28E	Mixed	2.38	AS	Cl In
	Deneb	Alpha Cygni	2.38N 7.22E	Mixed	5.50	FS	Cl Sc Tr
	Deneva	Beta Darius	0.23S 5.79W	Mixed	2.50	FS	Cl In Cs Tr
	Determination	Demarcation	0.37N 4.27W	Mixed	2.48	AS	Cl
20	Dimorus III	Dimorus	1.23N 3.27E	NHum	1.00	Indep	X
	Diomede	Beta Aquilae	2.07N 2.98W	Mixed	2.48	FS	Nv Tr
	Divestment	Formindas 743	2.38N 5.84W	Mixed	0.05	Col	Mn
	D'Iivian VI	D'Iivian	1.48S 4.37W	Mixed	1.82	AS	In Tr
	Doxi	Darlovan 277	2.81N 4.22E	Mixed	0.03	Col	En
21	Dundas	Ursula Apha 26	2.73N 3.77W	Mixed	1.38	FS	Cl Mn Tr
	Dundee II	Dundee	3.28N 4.37W	Andor	2.17	FS	Nv Sc Tr
	Duo III	Duosetel	2.11S 3.27E	Deltan	4.93	AS	Sc Tr
22	Earl Minor	Demos Majoris	2.43S 4.55W	Mixed	5.00	FS	Cl Sc
	Ecora	Delta Vara	2.62S 2.33W	Cygn	2.46	FS	Tr
	Ecstasy	Hydra Impora	1.92S 1.32W	Mixed	1.00	AS	En
	Edo	Epsilon Minora	0.15N 4.11W	Edoan	7.87	FS	Cl In Tr
	Egaran II	Egara 172	3.73N 3.72W	Cent	2.29	AS	Cl
23	Egross	Alpha Vega 272	1.37N 3.22E	Mixed	2.19	AS	In Tr
	Ekos	M43 Alpha	2.02S 6.95E	Human	6.50	PDir	X
	Elas	Tellun	8.58S 4.98E	Human	12.56	AS	Cl X
	Elba	Quarius Nova	1.37N 6.69E	Mixed	0.0001	AS	X
	Eldamas	Eldamas 344	2.47S 4.69W	Mixed	2.19	AS	Mn Tr
24	Eldorado	Eldamas 344	2.47S 4.69W	Mixed	1.00	AS	Mn Nv Tr
	Eldritch	Delta Corondis	3.58N 5.58W	Tellar	2.92	FS	Cl En
	Elevation	Epsilon Zeta	4.46N 4.46W	Human	2.88	AS	Cl Sc
	Elorex	Eloras 375	2.32S 7.36W	Andor	0.19	Col	In Mn
	Eminiar VII	Eminiar	2.15S 5.77E	Human	5.50	FS	Cl In Tr
25	Enarrom	Parsus Indi	3.45S 2.62W	Cent	3.27	FS	Cl Sc Tr
	Enas	Gamma Minora 12	4.33S 5.67E	Cygn	4.37	FS	Cl Sc
	Enasatar	Geminorum Pala	2.47N 4.61E	Tellar	0.01	Col	Mn
	Enid VI	Vega Majoris	3.45N 6.55E	Mixed	1.57	AS	In
	Enoch IV	Vega Majoris	3.45N 6.55E	Mixed	2.37	AS	In Tr
26	Escara	Delta Indi 668	3.22N 3.81E	Cygn	1.99	FS	Cl Sc Tr
	Eternity	Alpha Eridani	4.55N 6.02E	Mixed	0.0018	AS	X
	Etrolopar	Alpha Carinna 17	3.99N 5.97E	Cygn	2.11	AS	Sc
	Etross	Menaras 222	3.55N 4.75W	Human	3.98	FS	In Tr
	Europa	Sol	1.23N 2.79W	Human	0.20	FS	Sh
	Existence Point	Honora Minoris	5.53N 5.50W	Mixed	2.19	Indep	Cl
27	Falas	Danara 5986	4.77N 3.33E	Cygn	5.50	FS	Cl Tr
	Falorin	Alpha Parsis 25	3.79S 4.51W	Mixed	2.33	AS	In Sc
	Familiarity	Beta Maxim 437	6.31N 3.22E	Mixed	2.46	AS	Cl Sc Tr
	Fellowship	Beta Maxim 437	6.31N 3.22E	Mixed	2.02	AS	Cl
	Femininity II	Beta Maxim 437	6.31N 3.22E	Mixed	1.37	AS	Cl
28	Fenbly VII	Sigma Minoris	5.33S 1.07E	Human	2.38	FS	Cl In
	Findesa	Gamma Dinara	4.57S 1.75W	Mixed	2.98	AS	Cl En
	Finlorra	Gamma Leonis	5.05N 1.22W	Tellar	1.00	AS	Mn Tr
	Finlax	Delta Paruli	4.88N 5.77E	Human	2.22	FS	In Sc Tr
	Fomahault	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.57	FS	Cl
29	Formality	Gamma Eta Dara	3.22N 5.27E	Andor	4.48	FS	Sc Tr
	Fullman	Ursu Geminorum	4.27N 0.77E	Human	4.22	AS	Nv
	Fullsome Park	Ursu Geminorum	4.27N 0.77E	Mixed	2.99	AS	En Tr
	Function	Foram Canara	5.36S 5.66W	Mixed	1.92	AS	Sc
30	Gaggle Point	Luris Eta	3.57S 6.01W	Cent	2.31	AS	En
	Gamadrine	Danara 5986	4.77N 3.33E	Tellar	0.89	FS	Mn
	Gamma Hydra IV	Gamma Hydra	5.91S 5.96E	Mixed	0.0001	Col	Mn Tr
	Gamma Vertis	Virgo Tacritus	2.02N 7.26E	Human	1.60	FS	In Nv Tr
	Gammorah	Ceta 503	7.02N 2.24W	Human	0.36	AS	Cl Mn Tr

Federation Homeworlds

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
31	Geo	Alpa Baratis	2.48S 7.05W	Mixed	1.00	FS	Cl
	Gideon	Delta Dorado	3.57S 2.35E	Human	12.00	Indep	Cl
	Gissen V	Gissen 986	3.03N 2.48W	Mixed	3.57	FS	Cl Sc Tr
	Grammen Park	Alpha Piscis Austrini	3.77N 1.29E	Mixed	1.95	AS	En
	Gravenworld	Maven Parsis	4.56N 0.45W	Cent	3.22	FS	Cl Sc Tr
32	Greensward	Sigma Valara	1.44N 4.98E	Human	0.04	Col	Tr
	Greenwald	Alpha Trimora	1.59N 5.99E	Human	1.50	FS	Cl Tr
	Grief	Tahniva 311	4.02N 0.77W	Cygn	1.00	AS	Cl
	Grinnidas	Darmala Beta	0.85N 5.02W	Mixed	3.98	FS	Cl In Tr
	Grissom's World	Grissom 6678	0.78S 4.78W	Human	2.99	FS	Cl In Sc Tr
33	Grix	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	Cl Tr
	Grossex	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	Cl Tr
	Gundara	Zeta Ophiuchi	2.47S 6.66W	Mixed	3.22	FS	Cl In Tr
34	Habrenn	Arabenn	4.57N 1.12W	Cent	3.01	FS	Cl In
	Hadley II	Hadley 557	0.89N 0.88E	Mixed	7.47	FS	Cl In Nv Tr
	Halador	Sigma Zeta 477	0.91N 7.39E	Human	0.02	Col	Mn
	Halcyon	Alpha Baratis	2.48S 7.05W	Human	0.01	Col	Mn
	Haldraine	Alpha Nimorra	3.78N 2.11E	Mixed	1.32	AS	Cl
35	Halka	Nola Boradne	4.27S 4.58E	Human	1.57	Indep	Cl Mn
	Hannamore	Darmala Beta	0.85N 5.02W	Mixed	2.22	FS	Cl Tr
	Hanson's World	Beta Hydra	0.91N 2.78E	NHum	0.20	PDir	X
	Hardin's World	Delta Panaras	2.46N 5.33W	Human	1.32	FS	In Mn Tr
	Harmony	Harridane 226	5.27N 3.89E	Vulcan	2.37	FS	En In Nv Sc
36	Harpie	Kelvolara 688	3.45N 0.26W	Human	0.02	Col	Mn
	Hastings	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.46	FS	In Nv Tr
	Havelind	Caracore	3.57S 2.69W	Cait	4.77	FS	Cl In
	Haxwren	Caracore	3.57S 2.69W	Mixed	3.46	FS	Cl In Tr
	Hellios	Sigma Wyrenex	0.48N 2.02W	Mixed	4.72	FS	Cl
37	Heprinala	Bomelli 709	1.32N 0.86W	Vulcan	3.57	FS	Cl Sc
	Heristis	Bomelli 709	1.32N 0.86W	Vulcan	3.00	FS	Ag Cl
	Heuristic	Rexenox	5.37S 0.22W	Mixed	2.45	AS	Ag Sc
	Hexentrex	Beta Triaran	6.44S 2.97W	Vulcan	4.57	FS	Ag Cl
	Hochlor IV	Hochlor	2.17S 3.47E	Cait	5.43	FS	Cl In Tr
38	Hodlahr	Sigma Indus 462	1.88S 6.42W	Human	2.99	FS	Nv Tr
	Hollow Way	Gypsem Zeta 703	4.57N 3.24W	Mixed	2.43	FS	Ag
	Homally	Zeta Niobe	7.01N 3.21W	Human	1.00	FS	Ag Cl
	Honoria	Lura Voris 747	3.47N 3.55E	Mixed	4.47	FS	Ag Cl In Tr
	Hospis	Sigma Tricali	3.34S 6.77E	Mixed	1.00	AS	Ag
39	Hospitality II	Havidar	0.25N 5.07E	Mixed	2.47	AS	En
	Hostoria	Luxor 867	2.46N 2.22E	Vulcan	3.47	FS	Cl In Sc
	Hurlin	Zeta Paor	5.68N 6.33W	Vulcan	4.77	FS	Ag Cl Sc
40	Icarus	Al Rijil	1.27N 2.92W	Cent	18.56	FS	Ag In Sc Tr
	Idara	Megolar	4.67N 0.26E	Cent	4.73	FS	In Tr
	Idiom	Valen's Star	5.38N 0.42E	Mixed	3.57	AS	Ag Cl
	Idix	Duviniax	2.47N 4.43E	Vulvan	3.99	FS	Cl Sc
	Idoxar	Sigma Exat	3.57N 6.44W	Edoan	2.17	FS	Ag Cl In
41	Imagination	Metriunn 867	3.33N 3.82W	Mixed	1.47	AS	En Tr
	Importunity	Hutchinsen 866	5.57N 0.36E	Mixed	3.57	FS	Tr
	Indarax	Epsilon Indar	2.51N 1.52E	Andor	2.34	FS	X
	Ingraham B	Ingraham	1.48S 5.02E	Human	4.25	FS	Ag In Tr Sc
	Ioma	Iomegas	0.02N 0.37W	Mixed	5.50	FS	Ag Tr
42	Iotia	Sigma Iotia	6.78S 4.55W	Human	4.75	AS	Tr
	Iparassen	Delta Zeta 785	5.68S 4.77E	Human	4.68	FS	Tr
	Ipicran	Delta Zeta 785	5.68S 4.77E	Tellar	0.001	Col	Mn Tr
	Izar	Epsilon Bootis	4.37N 4.44W	Human	16.75	FS	Cl In Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
43	Jalinitir	Valar Majoris	3.22N 0.26W	Vulcan	5.60	FS	Cl In Sc
	Jallamora	Trasenn 685	0.36S 7.46W	Human	0.0001	Col	Mn
	Jallimass	Zeta Bevarra	0.88N 6.35E	Mixed	3.47	FS	Ag Cl
	Jamison's World	Epsilon Keva	3.72N 3.12W	Andor	12.57	FS	Ag Nv Tr
	Jammolora	Tau Tauri	2.47N 2.22W	Andor	10.46	FS	Ag Nv Sc Tr
44	Janus	Gamma Major	3.78S 0.22W	Human	0.01	AS	Mn
	Jarovalla VI	Jarovalla	3.76N 1.53E	Andor	3.00	FS	Ag Tr
	Javlinador	Beta Kurissa	4.37N 2.24E	Mixed	3.29	FS	Ag Cl In
	Javora	Gamma Tauri	4.02N 3.49W	Mixed	2.47	FS	Ag
	Jaxsen III	Jaxsen	0.27N 2.21E	Andor	1.37	FS	Ag Cl In
45	Jido	Jidop	2.58N 4.72E	Andor	2.00	FS	Tr
	Jorindas	Beta Vertis	0.99S 4.27W	Human	1.50	FS	Nv Tr
	Julietta	Juris	0.87N 2.28E	Cygn	4.40	FS	In Sc
	Jungar	Epsilon Ballara	2.17S 2.11W	Vulcan	2.85	FS	Cl In
	Jurisa	Juris	0.87N 2.28E	Vulcan	2.00	FS	In Sc Tr
	Justinia	Juris	0.87N 2.28E	Vulcan	1.60	FS	In
46	Kaballa	Nimori Ceti	0.11N 6.77E	NHum	Unkwn	PDir	X
	Kadacohr	Kadass	1.44N 3.41W	Andor	2.00	AS	Ag Nv
	Kaferia	Tau Ceti	1.27S 3.56E	NHum	4.45	FS	Ag
	Kamadarc	Kalamar	1.37N 4.27W	Tellar	2.75	FS	Mn Nv Tr
	Kamandas	Burkid	0.22S 3.28W	Tellar	1.45	FS	Mn Tr
47	Katan III	Tau Abir	0.46N 2.47W	Human	2.72	AS	Ag
	Katar VI	Katar	3.52S 4.01E	Human	3.47	FS	Ag In
	Kavatala Superior	Kavatala	3.47S 3.78E	Mixed	4.50	FS	Cl In Tr
	Kol's Orchard	Kolitor	0.52N 1.08W	Cent	4.01	FS	Ag Cl
	Koromond	Koromandas	0.54N 1.24W	Mixed	12.47	FS	Ag Cl In Tr
48	Labarinth	Tau Zeta	1.89N 3.72W	Tellar	5.17	FS	In Mn
	Labiarn V	Labiarn	5.02N 0.46E	Human	2.73	FS	In Tr
	Lakeland	Purlii	8.20S 6.42E	Mixed	0.114	AS	En
	Lamentation	Hedrox 576	3.22S 0.21E	Mixed	0.001	Col	Ag
	Lao T'Shin	Gemini Dentos	2.27S 1.57W	Tellar	1.00	FS	Mn Tr
49	Lappax II	Lappax	3.04N 3.87W	Human	2.47	FS	In Sc
	Lappinar	Laxes Alpha	3.55N 2.77E	Cent	3.55	FS	In Tr
	Lasur Funop	Lasur	6.06S 3.62W	Tellar	2.75	FS	Mn Sc Tr
	Laura's World	Laurison 294	2.44S 3.75E	Mixed	0.001	Col	Cl
	Laxaren	Lacorby 192	5.03N 4.44E	Vulcan	1.99	FS	Cl Sc
50	Lecorak	Chelikbar	3.57N 2.67W	Tellar	3.77	FS	In Sc Tr
	Lecroutex	Lecrotox	4.27N 6.33E	Mixed	2.25	AS	Ag Mn
	Lexinisar	Menitrom 799	2.47S 3.55W	Mixed	1.47	AS	Ag
	Lexor VII	Lexor	2.36N 3.22W	Vulcan	3.57	FS	Ag Cl Sc
	Listra Principis	Listra	6.44N 0.33E	Human	2.88	FS	Cl In Sc
51	Live Again	Oroness	3.28S 0.27W	Mixed	0.0001	Col	Ag
	Livenix	Illex	2.84N 2.22E	Cent	0.0002	Col	Ag Sc
	Lixis XI	Lixis	3.57S 2.57E	Vulcan	12.47	FS	Sc Sh Tr
	Lochabahr	Lochnarle	6.44N 3.22W	Human	0.90	AS	Ag Tr
	Lochlar	Lojar	2.47N 6.87E	Human	7.37	FS	Ag Sc Sh
52	Loki	K'Kronn	3.57S 2.51W	Andor	11.27	FS	Mn Tr
	Lone Node	Alpha Demetrius	3.44N 3.77E	Human	0.001	Col	Mn
	Lustralva	Merellion Sigma	4.78N 6.02E	Deltan	7.84	FS	Cl In Tr
	Lustrix	Remusa 885	5.37N 3.33W	Andor	4.43	AS	Cl Mn
	Luxor	Terrilepton	6.59N 0.39E	Human	3.28	FS	Ag
53	Mabarra V	Mabarra	3.32N 4.28W	Mixed	5.33	FS	Ag
	Macadarna	Giordin 275	2.57S 4.36E	Cait	1.88	AS	Cl In
	Machelvi	Valtrax	1.37S 2.36E	Human	13.39	FS	Ag Cl In Tr
	Madacarax	Valtrax	1.37S 2.36E	Mixed	0.004	Col	Ag
	Madistra	Sigma Geminis	3.79S 2.35W	Mixed	3.44	FS	Cl In Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
54	Madorra	Madorax	0.47N 5.32E	Deltan	2.16	FS	Cl Sc
	Magister	Magesty	3.77N 0.11E	Human	12.47	FS	Ag In Tr
	Majority	Luris Maxcinis	5.02N 3.17E	Human	7.47	FS	In Tr
	Maklin VIII	Maklin	0.27S 2.34E	Vulcan	2.38	FS	Ag Sc
	Makus III	Makus	2.18S 0.33E	Vulcan	10.01	FS	Cl In Tr
55	Malawren	Malas	3.88N 0.22E	Mixed	3.22	AS	Ag
	Malla	Maurex 782	4.23N 7.01E	Human	1.23	AS	Ag Mn
	Malarhone	Minarcis Alpha	5.37N 1.44E	Cent	3.37	FS	Cl In Tr
	Maluria	Omega Cygni	0.59S 5.23E	Mixed	7.01	FS	In Mn Tr
	Manark II	Manark	1.07N 2.47E	Human	10.01	FS	In Tr
56	Marac Polis	Marac	2.47N 0.97E	Human	1.00	AS	In Sc Tr
	Marcos	Marcios	2.55S 2.27E	Mixed	1.50	AS	In
	Marcus	6-23	3.07N 3.28E	Vulcan	2.25	FS	Sc
	Maren	Maren Alpha	2.19N 1.09E	Human	1.25	AS	Ag In Mn Tr
	Mars	Sol	1.23N 2.79W	Human	15.74	FS	In Nv Sh Tr
57	Maxima Prime	Maxim	2.94N 4.52E	Human	3.20	FS	Sc
	Maximilian	Zeta Geminorum	3.28N 0.11W	Mixed	1.00	AS	In Mn Tr
	Maxtor	Mirith	3.88N 4.22E	Vulcan	2.75	FS	Sc
	Medusa	Rhys	5.57S 6.37E	NHum	5.00	FS	Sc
	Melkot	Melka	5.99S 6.69E	NHum	2.25	Indep	X
58	Memory Alpha	Karn Sim	3.31S 4.25E	Mixed	0.01	AS	Sc
	Memoxa	Mirith	2.33N 2.44E	Vulcan	3.75	FS	Sc
	Merak	Latis Cyrtiva	2.77N 3.22W	Vulcan	0.12	FS	In Mn Sh Tr
	Mercury	Sol	1.23N 2.79W	Human	0.22	FS	In Sh
	Mexas II	Mexas	5.14N 0.22E	Mixed	2.34	AS	Ag
59	Mindara XII	Mindara	4.22S 4.02E	Mixed	2.11	AS	Ag Mn
	Midos Principius	Midos	3.05N 3.22E	Cent	11.20	FS	Cl In
	Minidine IV	Minidine	2.02S 4.22E	Vulcan	5.22	FS	Cl Sc Tr
	Minis	Dayliss	3.40N 0.34E	Mixed	3.33	FS	Cl Tr
	Minora	6-15	2.11N 2.76W	Vulcan	9.22	FS	Cl In Sc
60	Mira	Omicron Ceti	4.57S 5.33E	Human	1.10	AS	Ag
	Miri's World	Beta Persei	5.48S 6.02E	Human	0.001	PDir	X
	Molitor	Molitus	2.37N 1.23W	Mixed	21.22	FS	Ag
	Monarch II	Monarch Alpha	4.38N 2.11E	Human	1.20	AS	Ag
	Moralia V	Moralia	6.38N 0.22W	Human	0.0001	Col	Ag
61	Morena	Eridani Gamma	2.88N 3.12E	Human	10.10	FS	Nv Sh
	Moxen	Moxenalus	3.68N 2.11E	Cent	1.28	AS	In
	Mu	Leoxa	1.83S 1.21E	Cent	2.10	FS	Ag Tr
	Mudd's World	Beta Aurigae	4.22S 5.32E	NHum	0.001	Quar	X
	Mursa	Tau Anacritus	0.22N 5.02W	Andor	12.11	FS	Sc Sh
62	Nagrond	Naxor 599	5.32S 6.04W	NHum	0.27	PDir	X
	Namorra	Namor	0.23N 1.37W	Human	1.37	AS	Ag
	Narcissus III	Narcisus	4.08N 4.44E	Vulcan	2.19	AS	Cl Sc
	Narval	Narvox	3.27N 2.11E	Cait	2.45	FS	Cl
	Naxis	Naxion	5.52N 2.96E	Mixed	8.55	FS	Cl In Tr
63	Necturop	Nekusa	4.25N 2.08E	Mixed	1.25	AS	Ag Tr
	Neural	Zeta Bootis	3.23S 3.39W	NHum	0.01	PDir	X
	New Aberdeen	Phi Galatius	2.41S 0.21E	Mixed	11.37	FS	In Sh Tr
	New Brisbane	Pagora	3.55N 3.12E	Human	1.37	FS	In
	New Bristol	Ceti Reguli	0.33N 2.43E	Human	2.12	FS	In Tr
64	New Dublin	Ceti Reguli	0.33N 2.43E	Human	1.55	FS	Ag In Tr
	New Horizon	Gamma Quadratis	0.47N 1.46W	Mixed	0.18	AS	Ag
	New Kensington	Beta Aleph 703	0.11N 6.02W	Human	1.00	AS	Ag Mn Tr
	New Paris	Omega Aurigae	1.78S 4.78W	Human	1.26	FS	Cl In Tr
	New Princeton	Delta Leonis	0.28S 3.11E	Mixed	2.25	FS	Cl
65	New Victoria	Nova Dimora	2.68N 2.44E	Vulcan	2.89	FS	Cl Sc
	Nexus	Vilius Serpentus	5.14N 0.23W	Mixed	4.22	FS	Cl Tr
	Niobe	Gamma Indus 552	4.28S 0.45W	Andor	2.21	AS	Cl

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

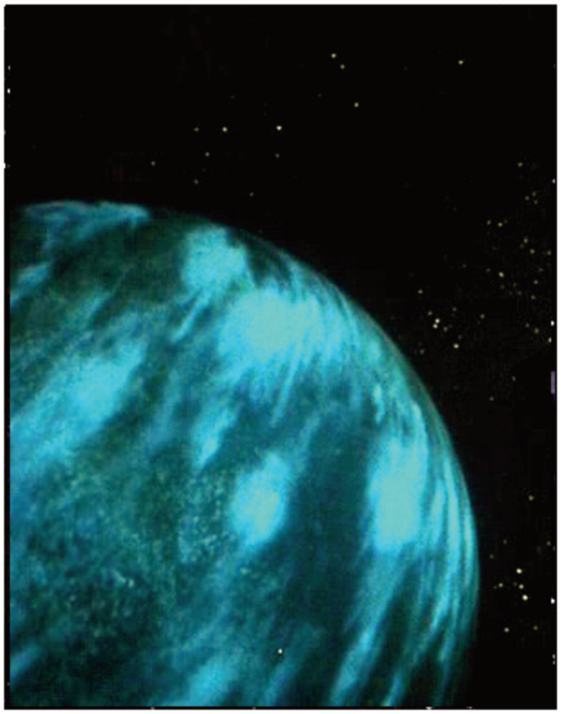
	World Name	System Name	Location	Race	Pop	Status	Profile
66	Nodark	Nadarkis	3.89S 3.11W	NHum	0.23	PDir	X
	Norassil	Norassen	2.67N 2.77E	Vulcan	1.00	AS	Ag Cl
	Normality	Keldanar 383	1.88N 2.62W	Human	2.17	FS	Ag In
	Nostravis	Nestor Prime	3.17S 0.46E	Mixed	6.75	FS	Ag Cl In Tr
67	Oloss	Olossa	3.47S 5.05E	Mixed	2.39	AS	Ag En
	Omegon	Omega	2.02N 4.06E	Human	5.55	PDir	X
	Omicron Delta	Narble Qyx	1.22S 3.42E	Mixed	0.11	Indep	X
	Ontara Prime	Sigma Quadratis	5.37N 0.27E	Mixed	1.26	AS	Ag Cl
	Orontes	Oroness	3.27S 2.54W	Cent	2.11	FS	Ag Cl Sc
68	Osiris VII	Osiris	4.35N 0.22E	Cent	2.22	AS	Ag
	Othello	Jarvis Alpha	4.37N 3.17E	Human	2.00	FS	Ag
	Ovid	Pamellus	2.19S 5.18W	Human	0.0001	Col	Ag Cl
	Ovlon II	Ovlon	4.27S 2.88W	Mixed	2.50	AS	Ag
69	Pallas Prime	Pallas 785	2.33S 7.04E	Mixed	0.0011	Col	Mn
	Pallus IV	Pallus	0.27N 0.35E	Deltan	3.35	FS	Cl Sc Tr
	Pallatrine	Gamma Omicron	3.04N 4.22E	Mixed	5.22	FS	Cl In Sh
	Pampilia	Gamma Omicron	3.04N 4.22E	Mixed	1.37	AS	Ag
	Pana	Panasa	3.72N 0.28W	Tellar	4.22	FS	In Mn
70	Paradimdas	Paradox	2.59N 1.33E	Mixed	3.25	FS	Ag In
	Paradira	Beta Rosa	0.26N 0.88E	Andor	1.08	AS	Ag Tr
	Parmentex	Parim 758	3.54N 0.33E	Andor	11.47	FS	Ag In Mn Sc
	Passgate	Alpha Geminorum	2.07S 2.16E	Mixed	1.75	AS	Nv Tr
	Pathos	Paradigm	4.22N 5.18E	Human	1.99	AS	Cl
71	Patric's Planet	Paramindas 575	3.22S 0.12W	Mixed	2.17	FS	Ag Cl In
	Persistence	Nova Persis 288	0.69S 2.16E	Human	0.05	Col	Ag
	Pike's Planet	Pitcara Prime	2.07N 0.15W	Mixed	1.36	AS	Ag
	Pillum	Pillas Minora	6.32N 3.11E	Cent	1.35	FS	Cl In Sc
	Piram III	Piram	0.88N 2.14E	Cent	2.25	FS	Ag Sc Tr
72	Placidity	Panasa	3.72N 0.28W	Tellar	5.27	FS	Mn
	Platonius	Helios	2.04N 5.93E	Human	0.0001	Quar	X
	Pollux	Beta Geminorum	0.51N 3.19E	Human	0.12	AS	Ag Mn
	Posititas	Posara	3.16S 0.19W	Tellar	1.47	FS	Mn Tr
	Praxis	Praxis Verdantis	7.01N 0.35E	Human	0.0001	Col	Mn
73	Precipice	Brightstar	9.11S 4.61E	Human	1.01	AS	Tr
	Primidara II	Primidara	1.88N 3.22E	Vulcan	3.17	FS	Sc Tr
	Primavera	Piras Zeta	1.47N 3.12W	Vulcan	2.42	FS	Cl Sc
	Principius	Princip	6.42S 2.87E	Cent	6.04	AS	Ag Cl In
	Proxima Centauri	Al Rijil	1.27N 2.92W	Cent	4.47	FS	Cl In Sh Tr
74	Quadrix II	Quadrix	0.77N 2.02W	Cent	5.01	FS	Ag Cl
	Quarrel	Wolf 515	4.22S 0.12W	Mixed	6.36	FS	Sc
	Questar	Boron 667	2.17N 0.12E	Human	2.45	FS	Ag
75	Raballex	Raballa	5.57N 3.22E	Human	5.22	FS	Cl In
	Rala III	Rala	4.22S 3.21E	Human	2.57	FS	Ag In
	Raman	Beta Lyra	5.37S 6.33E	Mixed	4.00	FS	Ag Cl
	Ramillies II	Ramillies	5.37N 2.35E	Human	1.25	FS	Nv Tr
	Rashile	Ungethiem	8.81S 6.02E	Human	0.002	AS	Ag
76	Raven	Gamma Lyrai	6.37S 5.05E	Mixed	3.26	FS	Nv Sc
	Ravenna	Alpha Marak 272	6.02N 3.49E	Mixed	2.98	FS	Ag
	Regulus	Alpha Leonis	3.99S 2.81E	Mixed	5.57	FS	Cl In Tr
	Resolution	Posara	3.16N 0.13E	Vulcan	2.25	FS	Nv Tr
	Revanche	Zeta Loris	5.36N 0.23W	Mixed	2.47	FS	In Mn
77	Rider's End	Ridix	0.34N 0.21W	Cent	4.24	FS	Ag
	Rivala Two	Rivala	1.36N 4.21E	Deltan	0.0001	Col	Ag
	Riviera	Ochs	2.22N 1.79E	Mixed	0.01	AS	En
	Rover Prime	Sigma Barana	5.27N 1.33E	Mixed	1.22	AS	Ag In
	Roxan	Ampolis	0.44N 0.45E	Mixed	2.52	AS	In Nv
	R'Riss	Zeta Kiladen	0.98N 0.35E	NHum	3.75	PDir	X

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
78	Sadora	Sadora Rex	3.12N 3.19E	Deltan	6.22	FS	Cl In
	Salazaar	Karnor	3.77S 3.31E	Mixed	15.75	FS	In Sh Sc Tr
	San Sorella	Alpha Marak 272	6.02N 3.49E	Mixed	5.27	FS	In Mn
	Scandha'	Zeta Perseus	0.34N 3.12E	Human	2.01	AS	Mn
	Second Chance	Proxima Canaris	0.43S 2.71E	Human	0.58	AS	Ag Tr
79	Sigma Draconis	Sigma Beta 443	2.02N 5.22E	Vulcan	2.25	FS	Cl In Nv
	Silicasca	Silicasa	3.78N 2.08W	Vulcan	3.65	FS	Cl
	Silivis	Silivar	6.01N 0.32W	Vulcan	3.59	FS	In Nv
	Sinbad IV	Scheherazad	5.60S 0.20E	Human	1.38	FS	Tr
	Sind	Sindarius	0.16N 0.55E	Deltan	2.25	FS	Tr
80	Singularity II	Singularity	0.32N 3.55E	Cent	3.58	FS	In Tr
	Sirius	Alpha Canus Majoris	0.97N 5.39E	Cent	4.67	FS	Cl In Tr
	Socrata	Rho Drunir	1.77N 3.51W	Mixed	2.42	FS	Mn
	Sojourn	Servitrix	2.19N 2.57E	Vulcan	0.002	Col	In
	Spica	Juris Canopus	0.35N 0.12E	Mixed	0.0001	Col	Mn
81	Springboard	Alpha Canaris	0.47S 5.22W	Cent	1.48	FS	Nv Tr
	S'Sleen	Beta Virgilis	0.35S 2.08E	NHum	1.00	PDir	X
	S'Sliss	Beta Virgilis	0.35S 2.08E	NHum	1.00	PDir	X
	St Cyr	Wolf 672	1.25N 3.03E	Human	0.0001	Col	Ag
	Surak I	Filtra	2.32N 1.71E	Vulcan	3.75	FS	Cl In Sc
82	Surak II	Filtra	2.32N 1.71E	Vulcan	3.11	FS	Cl In Sc
	Succour	Zeta Maximus	2.46N 4.38W	Human	0.0001	Col	Cl
	Sustenance	Sestarci 124	0.07N 0.34E	Cent	1.99	FS	Ag
	Sympathy	Hydra Geminorum	5.21S 0.22W	Human	0.0001	Col	Cl
	Synchrinity	Gamma Trixis	2.49N 0.32E	Human	0.0001	Col	Ag
83	Talos IV	Talos	7.49S 1.48E	NHum	0.01	Quar	X
	Tamarind	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag Mn
	Tamerlane	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag
	Tanalorne	Alpha Vegetis	0.56N 2.94E	Mixed	0.15	Col	Ag Sc
	Tantalus V	Tantalus	2.77N 4.04E	Mixed	0.0001	Quar	X
84	Tarry Awhile	Carmara 712	4.24N 2.02E	Human	0.0021	AS	Ag Tr
	Tarletus II	Tarletus	2.19N 4.44E	Cent	2.17	FS	Tr
	Tarsus	Tarsis	3.89N 3.11E	Mixed	2.23	FS	Ag
	Taryton	Wolf 698	0.32N 4.21E	Tellar	3.56	FS	Mn Tr
	Telcos	Telcosus	2.57N 0.29W	Andor	10.46	FS	Ag Mn
85	Tellamarkus	61 Cygni	1.49N 1.91W	Tellar	12.45	FS	Cl In Tr
	Tellar	61 Cygni	1.49N 1.91W	Tellar	15.75	FS	Cl In Sc Tr
	Temelicus	Molinus	0.44S 3.26W	Cent	4.11	FS	Cl Sc
	Termala	Molinus	0.44S 3.26W	Cent	2.67	FS	Cl In Sc
	Terra	Sol	1.23N 2.79W	Human	25.00	FS	Cl In Sh Sc
86	Terra Four	Barnard 183	2.18N 0.24E	Human	13.56	FS	Cl In Sc
	Terra Five	Eta Seratorn	0.26S 2.17W	Human	5.58	FS	Cl In
	Testament	Sigma Cygni 57	5.81N 0.31E	Mixed	4.25	FS	Mn Tr
	Th'allt	Thalak	5.02N 0.65E	Andor	1.99	AS	Mn Tr
	Thasus IV	Thasus	6.02S 5.07E	NHum	Unknwn	Quar	X
87	Thesalla	Tharsis	5.26N 3.46W	Andor	3.16	FS	Cl Mn
	Theta VII	Theta Gamma	2.09N 3.05E	Mixed	0.30	FS	Ag Mn
	Thoris	Equess	0.72N 5.68E	Human	0.0001	Col	Ag
	Thranstor IV	Thranstor	4.97S 2.23W	Mixed	4.26	FS	Cl In Tr
	Thraxis	Thrax	0.54N 6.03W	NHum	0.12	AS	Cl
88	Tiburon	Beta Theseus	6.02N 5.79E	Human	15.00	FS	Cl In Tr
	Time Planet	Alpha Zeta	4.05N 6.68E	NHum	Unknwn	Quar	X
	Timidity	Molinus	0.44S 3.26W	Human	0.0001	Col	Ag
	Titan	Sol	1.23N 2.79W	Human	0.11	FS	Sh
	Triacus	Alpha Lyrae	2.66N 2.48W	Human	0.16	AS	Ag

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
89	T'Rillan	T'Rill	3.26S 4.05E	Vulcan	12.20	FS	Ag
	Trimarka	Draco Minora	2.67S 0.94E	Vulcan	2.47	FS	Cl Sc
	Trinity	Boristar	2.55S 0.36E	Mixed	0.0001	Col	Ag Mn
	Triskelion	M24 Alpha	0.75N 0.19E	Mixed	0.01	PDir	X
	Triton	Draco Ursula	1.01S 0.22W	Tellar	2.59	FS	Cl Mn
90	Trixex	Beta Corvela	1.71N 5.02E	Mixed	3.71	FS	Cl
	Troyius	Tellun	8.58S 4.98E	Human	3.58	AS	Cl
	Twilight Base	Draco Omega 371	4.02S 2.22W	Human	1.01	Indep	X
	Typerias	Gamma Persei	4.38S 4.01E	Vulcan	7.50	FS	Cl Sc
	Tyrst	Barnard 392	0.24N 5.55W	Mixed	0.0001	Col	Ag Cl
91	Unity	F'rhircch	0.36S 5.20E	Human	4.89	FS	Ag Cl In
	Ursula	Beta Norab	4.02N 0.76E	Vulcan	3.75	FS	Ag Sc
92	Vandalia IV	Vandalia	0.13N 3.29E	Mixed	10.37	FS	Cl In Tr
	Vandalora	Vandalia	0.13N 3.29E	Mixed	11.47	FS	Cl In Tr
	Vargus	Theta Majoris	0.98S 0.75E	Tellar	2.75	FS	Cl Mn
	Vega	Alpha Lyrae	2.66N 2.48W	Human	5.76	FS	Cl En Tr
	Vendikar	Eminiar	2.15S 5.77E	Human	14.82	AS	Cl
93	Venus	Sol	1.23N 2.79W	Human	2.57	FS	Ag
	Videtu	Videtti	7.61S 2.39E	Deltan	11.47	FS	Ag Tr
	Virtue	M67 Alpha	6.02N 2.02E	Mixed	0.0003	Col	Cl
	Vistil Major	Vistil	5.04N 2.67W	Vulcan	1.01	FS	Cl Sc Tr
	Voltaire	Vandalia	0.48N 3.29E	Mixed	2.08	FS	Cl
	Vulcan	40 Eridani	0.09N 2.31W	Vulcan	12.50	FS	Cl In Sc Sh
94	Wall	Bahr	8.92S 5.31E	Human	1.25	AS	Mn
	Wanderlust	Sigma Borella	0.98N 3.13E	Mixed	0.0001	Col	Cl
	William's Pit	Pasara Majoris	1.04N 4.22E	Human	0.0001	Col	Ag
	Wrigley's Plt	Sol	1.23N 2.79W	Mixed	0.0010	AS	En
	Xerxes	Golumbin 699	2.29N 5.38W	Mixed	0.0012	Col	Mn
95	Zacarious	Golumbin 699	2.29N 5.38W	Human	0.0001	Col	Ag
	Zarus	Zarus Thustra	2.38N 2.17E	Human	1.84	FS	Ag In
	Zeon	M43 Alpha	2.02S 6.95E	Human	3.59	PDir	Cl In Sc Tr
	Zorn I	Theta Rill	2.09S 5.26W	Human	3.01	FS	Ag Cl
	Zorn II	Theta Rill	2.09S 5.26W	Human	2.44	FS	Ag Cl
96	Star Base 1		1.23N 2.79W				
	Star Base3		0.51N 3.50E				
	Star Base 4		1.23N 0.98W				
	Star Base 5		2.74N 1.23W				
	Star Base 6		3.23N 2.54W				
97	Star Base 7		2.74N 4.26W				
	Star Base 8		1.23N 4.98W				
	Star Base 9		0.51S 4.53W				
	Star Base 10		8.55S 5.60E				
	Star Base 11		0.93S 3.18W				
98	Star Base 12		8.34S 3.00E				
	Star Base 13		0.42S 1.46W				
	Star Base 14		3.74S 0.02W				
	Star Base 15		3.77S 3.31E				
	Star Base 16		5.70N 2.00W				
99	Star Base 17		2.61S 7.89E				
	Star Base 18		0.22S 7.76E				
	Star Base19		5.00N 3.00E				
	Star Base 20		5.45S 6.46E				
	Star Base 21		2.32S 5.93W				
00	Star Base 22		5.56S 4.53W				
	Star Base 23		6.49S 2.50W				
	Star Base 24		3.00N 6.00W				
	Star Base 27		8.03S 0.42W				



Introduction To The Triangle Atlas

See Book 3, Memory Bank Alpha for descriptions of many homeworlds.

The Triangle is vast. It measures 48 parsecs north to south, and about 30 parsecs east to west at its widest point. It contains 487 star systems as cataloged in the *Compendium Of Stellar Bodies,* the standard reference work on the subject. These systems contain 2,991 worlds, many of which have never been named or officially described.

The following pages contain the statistical, historical, political, and economic data on 120 of the Triangle's major worlds. Each of the Triangle worlds that has a major population is included here, as well as a few worlds that are important for economic, political, or military reasons.

WORLD LOGS

For each of the worlds listed in this Atlas, the standard geographical data as well as the technological, sociopolitical, and trade profiles for the civilization found there are given in a table. The coordinates of the world are given in standard NS-EW format. Following the tablular information, expos itory paragraphs are included that describe noteworthy facts about the world, its people, its history, or some other information concerning its status.

GAZETEERS

The gazeteers provided at the end of this book index these worlds in various ways. There is an alphabetical index, a political index, and indices giving major exports and imports.

UNDEVELOPED WORLDS

Merely because only 120 worlds are described in detail here, this does not imply that there are *only* 120 worlds of consequence in the Triangle. Far from it!

Most Triangle worlds remain virtually uninhabited and many are unexplored. These planets either have no obvious resources that can be exploited with ease, or have planetside conditions so inhospitable that a significant population base has not yet developed. Life in the Triangle has characteristically had a harder time gaining a foothold than is average for the major empires, and the sparseness of population centers is characteristic.

Many feel that the Triangle remains on the frontier, as close to unexplored space as the farthest flung outpost to spinward or coreward. That the Triangle has been completely mapped, that it is hemmed in on all sides by civilization, and that population centers have sprung up in a regular spacing across its length and breadth makes no difference, they claim.

To these proponents of the Golden Triangle, as it is often called, a man need not venture to the farthest reaches of the galaxy to find total freedom; they contend that the Triangle offers similar opportunities for the bold, enterprising, intelligent, and lucky.

Tables built for UFP. GM should modify to suit the society.

Roll 1d10 against the following headers and then percentiles against the appropriate chart

1 - 5 Federation

01 - 06	Carwile's World
07 - 12	Cyclopus
13 - 19	Derigo
20 - 26	Green
27 - 33	Iovine
34 - 40	Laflin
41 - 47	Lakeland
48 - 54	Nocoli
55 - 61	Pluuh II
62 - 67	Precipice
68 - 73	Rashile
74 - 80	Turbulence
81 - 87	Wall
88 - 94	Yeartis
95 - 00	Zwaalan

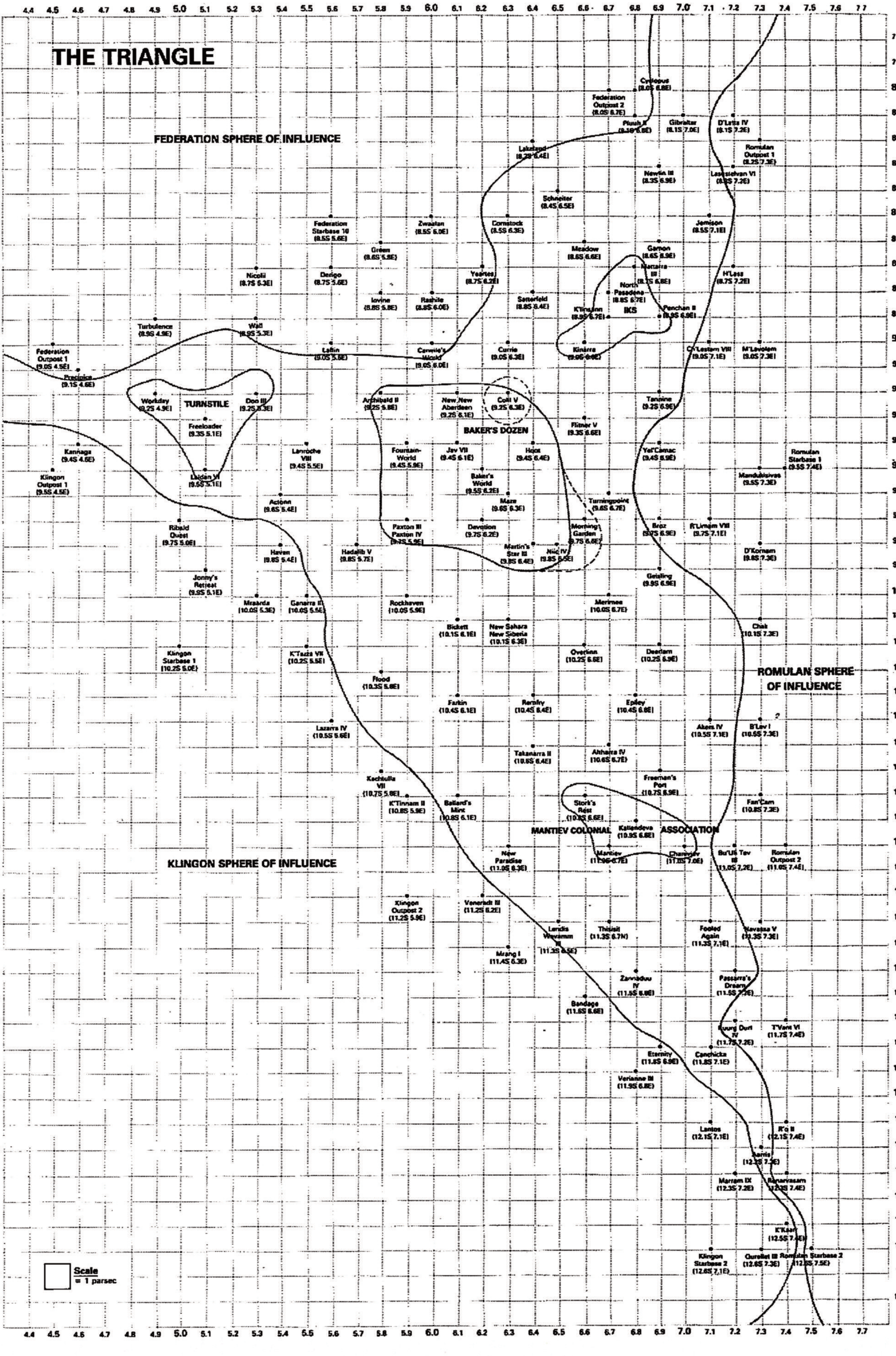
6 - 7 Affiliation of Outer Free Worlds

01 - 07	Archibald II
08 - 13	Baker's World
14 - 21	Colil V
22 - 29	Devotion
30 - 36	Fountainworld
37 - 43	Hoot
44 - 50	Jav VII
51 - 57	Martin's Star III
58 - 64	Maze
65 - 72	Morning Garen
73 - 79	New New Aberdeen
80 - 86	Niic IV
87 - 93	Paxton III
94 - 00	Paxton IV

8 - 0 Independent Worlds

01 - 02	Arris
03 - 04	Actonn
05 - 06	Akeris IV
07 - 08	Altharra IV
09 - 10	Ballard'sMint
11 - 12	Bickett
13 - 14	Canchicka
15 - 17	Comstock
18 - 19	Currie
20 - 22	Deerlam
23 - 24	Epliey
25 - 27	Farkin
28 - 30	Flitner V
31 - 33	Flood
34 - 36	Fooled Again
37 - 39	Freeman's Port
40 - 42	Gamon
43 - 45	Geisling
46 - 48	Gibraltar
49 - 51	Hadalib V
52 - 54	Jemison
55 - 57	Lanroche VIII
58 - 60	Lendis Wavamm III
61 - 63	Jorindas
64 - 66	Kaferia
67 - 69	Lakeland
70 - 72	New Sahara
73 - 75	New Siberia
76 - 78	Newlin III
79 - 80	Overlinn
81 - 82	Passara's Dream
83 - 84	Remfry
85 - 86	Rockhaven
87 - 88	Satterfeld
89 - 90	Schneiter
91 - 92	Takanara II
93 - 94	Tanninne
95 - 96	Thsisit
97 - 98	Turning Point
99 - 00	Sannaduu IV

Worlds of the Triangle


THE TRIANGLE
FEDERATION SPHERE OF INFLUENCE
KLINGON SPHERE OF INFLUENCE
ROMULAN SPHERE OF INFLUENCE
TURNSTILE
BAKER'S DOZEN
IKS
MANTIEV COLONIAL ASSOCIATION
Cyclopus (8.0S 6.8E)
Federation Outpost 2 (8.0S 6.7E)
Pluuh II (8.1S 6.8E)
Gibraltar (8.1S 7.0E)
D'Latta IV (8.1S 7.2E)
Lakeland (8.2S 6.4E)
Romulan Outpost 1 (8.2S 7.3E)
Newlin III (8.3S 6.9E)
Lassstelvan VI (8.3S 7.2E)
Schneiter (8.4S 6.5E)
Federation Starbase 10 (8.5S 5.6E)
Zwaatan (8.5S 6.0E)
Comstock (8.5S 6.3E)
Jemison (8.5S 7.1E)
Green (8.6S 5.8E)
Meadow (8.6S 6.6E)
Garnon (8.6S 6.9E)
Nicolii (8.7S 5.3E)
Derigo (8.7S 5.6E)
Yeartes (8.7S 6.2E)
Mattarra III (8.7S 6.8E)
H'Lass (8.7S 7.2E)
Iovine (8.8S 5.8E)
Rashile (8.8S 6.0E)
Satterfeld (8.8S 6.4E)
North Pasadena (8.8S 6.7E)
Turbulence (8.9S 4.9E)
Wall (8.9S 5.3E)
K'linsann (8.9S 6.7E)
Penchan II (8.9S 6.9E)
Federation Outpost 1 (9.0S 4.5E)
LaBin (9.0S 5.6E)
Canwile's World (9.0S 6.0E)
Currie (9.0S 6.3E)
Kinarra (9.0S 6.6E)
Ch'Lestam VIII (9.0S 7.1E)
M'Lavolem (9.0S 7.3E)
Precipice (9.1S 4.6E)
Workday (9.2S 4.9E)
Doo III (9.2S 5.3E)
Archibald II (9.2S 5.8E)
New New Aberdeen (9.2S 6.1E)
Colli V (9.2S 6.3E)
Tannine (9.2S 6.9E)
Freeloader (9.3S 5.1E)
Flitner V (9.3S 6.6E)
Kannaga (9.4S 4.6E)
Lanroche VIII (9.4S 5.5E)
Fountain-World (9.4S 5.9E)
Jav VII (9.4S 6.1E)
Hqot (9.4S 6.4E)
Yel'Camac (9.4S 6.9E)
Romulan Starbase 1 (9.5S 7.4E)
Klingon Outpost 1 (9.5S 4.5E)
Lalden VI (9.5S 5.1E)
Baker's World (9.5S 6.2E)
Mandukisivas (9.5S 7.3E)
Actonn (9.6S 5.4E)
Maze (9.6S 6.3E)
Turningpoint (9.6S 6.7E)
Ribald Quest (9.7S 5.0E)
Paxton III Paxton IV (9.7S 5.9E)
Devotion (9.7S 6.2E)
Morning Garden (9.7S 6.6E)
Broz (9.7S 6.9E)
R'Limam VIII (9.7S 7.1E)
Haven (9.8S 5.4E)
Hadalib V (9.8S 5.7E)
Martin's Star III (9.8S 6.4E)
Niic IV (9.8S 6.5E)
D'Kornam (9.8S 7.3E)
Jonny's Retreat (9.9S 5.1E)
Geisling (9.9S 6.9E)
Mraarda (10.0S 5.3E)
Ganarra II (10.0S 5.5E)
Rockhaven (10.0S 5.9E)
Merimee (10.0S 6.7E)
Bickett (10.1S 6.1E)
New Sahara New Siberia (10.1S 6.3E)
Chak (10.1S 7.3E)
Klingon Starbase 1 (10.2S 5.0E)
K'Tazza VII (10.2S 5.5E)
Overinn (10.2S 6.6E)
Deedam (10.2S 6.9E)
Flood (10.3S 5.8E)
Farkin (10.4S 6.1E)
Remfry (10.4S 6.4E)
Epley (10.4S 6.8E)
Lazarra IV (10.5S 5.6E)
Akers IV (10.5S 7.1E)
B'Lev I (10.5S 7.3E)
Takanarra II (10.6S 6.4E)
Ahhaira IV (10.6S 6.7E)
Kachtulla VII (10.7S 5.8E)
Freeman's Port (10.7S 6.9E)
K'Tinnam II (10.8S 5.9E)
Ballard's Mint (10.8S 6.1E)
Stork's Rest (10.8S 6.6E)
Fan'Cam (10.8S 7.3E)
Kaliendeva (10.9S 6.8E)
New Paradise (11.0S 6.3E)
Mantiev (11.0S 6.7E)
Chaniviev (11.0S 7.0E)
Bu'Uli Tev III (11.0S 7.2E)
Romulan Outpost 2 (11.0S 7.4E)
Klingon Outpost 2 (11.2S 5.9E)
Veneradt III (11.2S 6.2E)
Lendis Wavamm III (11.3S 6.5E)
Thisisit (11.3S 6.7N)
Fooled Again (11.3S 7.1E)
Navassa V (11.3S 7.3E)
Mrang I (11.4S 6.3E)
Zannaduu IV (11.5S 6.8E)
Passarra's Dream (11.5S 7.2E)
Bandage (11.6S 6.6E)
Kuurg Durt IV (11.7S 7.2E)
T'Vant VI (11.7S 7.4E)
Eternity (11.8S 6.9E)
Canchicka (11.8S 7.1E)
Verianne III (11.9S 6.8E)
Lantos (12.1S 7.1E)
R'o II (12.1S 7.4E)
Aarris (12.2S 7.3E)
Marram IX (12.3S 7.2E)
Ranarvasam (12.3S 7.4E)
K'Kaar (12.5S 7.4E)
Klingon Starbase 2 (12.6S 7.1E)
Ourellet III (12.6S 7.3E)
Romulan Starbase 2 (12.6S 7.5E)
Scale = 1 parsec
4.4 4.5 4.6 4.7 4.8 4.9 5.0 5.1 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 6.0 6.1 6.2 6.3 6.4 6.5 6.6 6.7 6.8 6.9 7.0 7.1 7.2 7.3 7.4 7.5 7.6 7.7
7.8 7.9 8.0 8.1 8.2 8.3 8.4 8.5 8.6 8.7 8.8 8.9 9.0 9.1 9.2 9.3 9.4 9.5 9.6 9.7 9.8 9.9 10.0 10.1 10.2 10.3 10.4 10.5 10.6 10.7 10.8 10.9 11.0 11.1 11.2 11.3 11.4 11.5 11.6 11.7 11.8 11.9 12.0 12.1 12.2 12.3 12.4 12.5 12.6 12.7 12.8

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